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ROLL & PLAY

THE FANTASY CHARACTER KIT

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THE FANTASY CHARACTER KIT

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Introduction

Welcome to *Roll & Play: The Fantasy Character Kit!*

Whether you're a player crafting a character for your next adventure, or a game master who loves creating amazing NPCs to fill their world, playing tabletop role-playing games gives you freedom to take on a new identity that will exist within a reality of its own. Within these pages you will find hundreds of random tables to help you generate exciting backstories, personalities, weapons and armour, locations, trinkets and so much more.

The book is divided into chapters for each of the common character classes, so content is easy to find, but you can also flip to other sections throughout the book that best suit your character. As sessions pass and your character develops, you can use this book as inspiration for their new skills, motivations, connections, items or accessories that they acquire along the way – the possibilities are endless, and I hope you have fun rolling and generating awesome new characters and NPCs!

All the best for the adventures ahead,

Sam

Using This Book

The concept is simple, when creating a new character, follow these five steps:

1. Go to the tables or chapter you need

2. Roll the indicated dice on a range of tables

3. Look up the outcomes and note them down

4. Write your character's backstory based on your results

5. Fill out your RPG character sheet

And that's it! You will have just produced a detailed character with an imaginative backstory, appearance, personality and equipment. Of course you can use the tables as a spark to ignite your own creativity, adding to or adapting anything in the book with your own unique ideas!

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Character Names

If you're looking for a starting point when naming your new character, roll on this table or choose from the list. You could even roll two or three times to generate middle names and surnames as well! The names below are all taken from NPCs within this book.

Name directory

1. Cerberus	**26.** Ravendra	**51.** Axiom	**76.** Floris
2. Kwin	**27.** Lecksor	**52.** Larksung	**77.** Yula
3. Kanabi	**28.** Krazantrina	**53.** Trancher	**78.** Sombun
4. Snip	**29.** Jimney	**54.** Hevish	**79.** Virgo
5. Beatriss	**30.** Barkley	**55.** Pyrus	**80.** Skender
6. Hazar	**31.** Südved	**56.** Keren	**81.** Fiaro
7. Warble	**32.** Ealken	**57.** Sylance	**82.** Noakes
8. Pipetto	**33.** Corvus	**58.** Jhinan	**83.** Dwent
9. Kard	**34.** Gilgrum	**59.** Peppins	**84.** Snow
10. Verdeq	**35.** E'tlarin	**60.** Sycamore	**85.** Mavaya
11. Hyene	**36.** Xenobben	**61.** Runeaux	**86.** Argentum
12. Mera	**37.** Twigfen	**62.** Suul	**87.** Cloudio
13. Shepin	**38.** Serret	**63.** Lotellia	**88.** Urrz
14. Vikery	**39.** Xerxes	**64.** Zhang	**89.** Fozzel
15. Yegemi	**40.** Gornt	**65.** Hank	**90.** Ebsan
16. Phybia	**41.** Ekko	**66.** Gullet	**91.** Veldimir
17. Nukl	**42.** Dolce	**67.** Morken	**92.** Yan-Den
18. Caesar	**43.** Fink	**68.** Mizelda	**93.** Haaken
19. Giliganne	**44.** Kukkl'uk	**69.** Sallimanc	**94.** Sinara
20. Hibiscus	**45.** Tranquil	**70.** Talwar	**95.** Callisto
21. Feev	**46.** Gleaf	**71.** Wondra	**96.** Urian
22. Gilli	**47.** Aki	**72.** Kadrak	**97.** Iggadon
23. Maledor	**48.** Blair	**73.** Tristwater	**98.** Raurus
24. Orson	**49.** Yuri	**74.** Lawn	**99.** Sajeed
25. Madeira	**50.** Ushani	**75.** Einar	**100.** Tagreda

1d100

Fantasy Races

The fantasy genre is populated by a limitless array of remarkable species for you to embody on the tabletop. The list featured here is a sample of the many options that may be available in your game, depending on the setting, and includes common biological descriptions and habitats to help you visualise your character and launch yourself into immersive role-play.

Dwarf

Dwarves are short and stout; because of their mining history, their kingdoms are often hidden deep within mountains.

4-5 feet tall ***Lifespan: ~350***
100-200lbs ***Size: Medium***

Elf

Elves can live for centuries, and often dwell in forest villages. They are recognised by their pointed ears and bright eyes.

5-6 feet tall ***Lifespan: ~750***
100-200lbs ***Size: Medium***

Gnome

Gnomes are known for their petite stature and expressive hairstyles. They normally inhabit homely burrows concealed by illusions.

3-4 feet tall ***Lifespan: ~500***
30-50lbs ***Size: Small***

Half-Elf

These individuals have both elven and human heritage, and tend to have the metallic-coloured eyes of their elven parents.

5-6 feet tall ***Lifespan: ~200***
100-250lbs ***Size: Medium***

Halfling

Halflings are human-like and small, and often walk barefoot on their hairy feet. They typically live in scenic farms and villages.

3-4 feet tall ***Lifespan: ~150***
30-50lbs ***Size: Small***

Human

Settlements inhabited by humans can be found in almost any part of the world. Humans are one of the most physically diverse races.

5-6 feet tall ***Lifespan: ~85***
150-250lbs ***Size: Medium***

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Aasimar

These angelic beings originate from heavenly realms. They have a radiant shimmer to their skin and soft halos above their heads.

5-6 feet tall ***Lifespan: ~160***
150-250lbs ***Size: Medium***

Dragonborn

Distantly related to dragons, this reptilian race are bulky, scaly and tall. Their breath can be utilised as a powerful weapon.

6-7 feet tall ***Lifespan: ~80***
250-400lbs ***Size: Medium***

Genasi

Each genasi is born with a link to the plane of fire, water, air or earth; this connection is evident in their appearance.

5-6 feet tall ***Lifespan: ~120***
150-250lbs ***Size: Medium***

Goliath

Goliaths have the physiology to survive in the frigid mountains they call home. It is believed they are the descendants of giants.

7-8 feet tall ***Lifespan: ~100***
300-400lbs ***Size: Medium***

Half-Orc

The half-orc race have orcish and human lineage. They often have prominent orcish features, such as short tusks.

6-7 feet tall ***Lifespan: ~75***
200-300lbs ***Size: Medium***

Satyr

Satyrs have the top half of a human with the horns, tail and furry legs of a goat. They originate from the wilds of the fey realm.

5-6 feet tall ***Lifespan: ~85***
150-250lbs ***Size: Medium***

Tabaxi

This race are cat-like humanoids with sharp claws and short fur. Similar to feline creatures, their markings can vary broadly.

6-7 feet tall ***Lifespan: ~85***
100-250lbs ***Size: Medium***

Tiefling

Fiendish blood runs in this race's veins, manifesting as sharp horns, lashing tails, pointed teeth and vibrantly hued skin.

5-6 feet tall ***Lifespan: ~90***
150-250lbs ***Size: Medium***

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ARTIFICERS & TINKERERS

Your satchel is full of spanners, chemicals, bolts and screws; there's no problem that your bright mind and kooky contraptions can't solve! This chapter is full of useful gadgets and tools, as well as mechanical helpers, workshops, weapons and origin stories that help to shine a light on how your character is wired.

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Backstory Inspiration

Use the tables in this book to create imaginative characters with unique backstories, inspired by the locations and lore within your game's setting. You can use this artificer's description as inspiration for your own, a guide to structuring backstories, or a fully-usable character for your next game!

Elpikir de Foir

The elves of the Neverglade have perfected the use of technology (or "new magic") to more efficiently perform their daily tasks. The young and ever-inquisitive Elpikir de Foir is no different – she adores tinkering and brewing potions. Most of her experiments are powered by ***voltcrows***, birds whose oily feathers serve as an ***excellent catalyst*** for potion synthesis.

Her face is often streaked with ***black grease*** from one of her hastily assembled inventions, and she wears a ***long, burlap apron*** over the top of her ***dark-red armour***. Her current base of operations is a ***small chapel*** in the Neverglade – it was once devoted to the old magic, but is now a workshop with drawers full of equipment that reach the ceiling, and a ***mechanical elevator*** that makes sure no tool is out of reach.

Elpikir is very close to perfecting her ***secret formula*** for 'Super Syrup', a condiment that can make vegetables taste like candy floss, but she needs ***more voltcrow feathers*** to experiment further. Until she can sell it on for profit, she must keep her formula safe and hidden away from anyone who might look to steal her recipe.

Elpikir's sister, ***Beatriss de Foir*** (also a keen inventor), looks after the workshop when Elpikir goes on the hunt for voltcrow feathers. Before she left on her recent excursion to follow the birds' migration path, her sister built her a ***mechanical calendar***, so she would know exactly how long she had been gone for and when to return to the Neverglade. Along with the calendar, Beatriss also built FR3D – a miniature, ***humanoid, helper robot*** who could carry things for Elpikir, take notes, and pick up any shiny baubles on her journey.

The words in ***bold*** are parts of the backstory taken from the random tables within this book.

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Origins and Goals

This table generates past events in your character's life, and determines what motivated them to choose their adventuring path. You can use each entry as it is, or to inspire a brand new story!

Why did you become an adventurer?

1. You study Alchemical Mechanics as an exchange student in a famous university, and are top of your class. To complete your degree you must finish a practical exam in Adventuring Skills.
2. You once helped your old mentor with a questionable and illegal science project. When they were investigated, they framed you and fled; you now hope to clear your name before your judgement date.
3. When your beloved pet was ill with 'earflops', you researched all kinds of healing remedies until you found a cure. A king's pet famously suffers from the same illness, so you hope to travel to them and give their pet your medicine.
4. Your future self travelled back in time to give you schematics that could help to balance an ecosystem which collapses in fifty years. You are working to prevent the issue, and make the future a better place.
5. Your grandma ran a fireworks shop and recently passed it on to you. You have renovated it and the grand opening is just around the corner. You're gathering colourful explosives from across the land to create a stunning launch ceremony.
6. You spent years travelling the world seeking out the finest foods. When tinkering with your new taste modulator invention, it backfired and altered your height; you are looking for a way to undo this.
7. Your village was plagued by wolves, so you designed and created a security system. You also built prosthetic limbs for villagers who were injured in the battles, and now you feel led to help others in this way.
8. You discovered that voltcrow feathers make great catalysts for potion brewing. Knowing this, you have been working on a secret formula that is almost ready, you just need some more feathers.

1d8

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Appearance and Items

Distinctive features

1. Your face is often streaked with black grease or oil.
2. You always have at least one bandaged injury or burn somewhere on your body.
3. Your ear lobes are stretched by two large screws.
4. Exposure to harsh chemicals has given you a chesty cough.
5. The iron and silver filings stuck to your skin give it an interesting shimmer.
6. Pots, pans, vials and bottles hang from hooks on your waist and clank as you walk.
7. You have tattoos of your best formulas across your arms.
8. The welding mask over your face is very rarely removed.
9. Your vocal chords no longer work, but a mechanical device lets you speak.
10. With wheels in your boots you glide and pivot around.

1d10

Protective gear

1. Patchwork armour that has been riveted together badly.
2. Oversized bandolier; holds vials full of alchemical creations, as well as pouches of materials.
3. Thick, tan overalls covered in streaks where messy hands or tools have been wiped clean.
4. A long burlap apron rests across your dark red armour.
5. Fitted battle suit with flashing lights, valves and moving dials.
6. Lightweight leather armour, weighed down by two massive steel pauldrons.
7. A lengthy, wrap-around cloak covers your body and legs, as well as part of your face.
8. Over your armour, you wear a white lab coat covered in blots.
9. Steel helmet and breastplate combination joined with wires.
10. Leather armour with many zips for utmost adaptability.

1d10

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Handy weapons

1. Shortsword with a curved handle and a saw-like blade.
2. Steel crossbow with coiled springs and wires, fires sharp nails. Great for carpentry.
3. Makeshift, wooden mace with a hefty metal ingot at its head.
4. Iron golem's riveted leg that can be swung as a greatclub.
5. Redwood shortbow that fires home-made, steel aerials.
6. Wrist-mounted crossbow with hinged arms, so it can be easily folded into a bracer.
7. Brushed-bronze cog that has been converted into a sickle.
8. Wooden spear; its sharp tip is taken from a dungeon trap.
9. Set of four sharp screwdrivers that can double-up as daggers.
10. Light hammer; has a clawed side for pulling up nails.

1d10

Tools and trinkets

1. Mechanical, ticking calendar.
2. Pocketwatch with six faces.
3. Long, mercury thermometer.
4. Chunky, iron-tipped pliers.
5. Pot of jingleberry jam.
6. Red and green food colouring.
7. Pouch of gelatin cubes.
8. Set of dice made from stone.
9. Spirit level full of green liquid.
10. Tube of sticky adhesive.

1d10

Instruction manuals

1. Apprentice's Guide to Glue
2. Intricate Elven Anatomy
3. Screw, Nail, Rivet or Twine?
4. Extracting Weasel Essence
5. Forges, Furnaces and Fire
6. Expert Level Enchanting
7. My First Heavy Artillery
8. Joinery For Journeymen
9. Twenty Ways With Solder
10. The Homunculus Handbook

1d10

Wild inventor or master artisan?

Role-playing your character's scientific competency (or lack thereof) can help bring them to life. Comedic or serious moments can be heightened further by appearances, are they covered in soot with their hair upright after a recent backfire? Or, is their outfit as refined as their knowledge of alchemy?

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Magical Equipment

Mechanical magic weapons

1. Grimy pistol that belches out tar, sticking together foes and slowing them down.
2. Dagger that can heat up and act like a soldering iron.
3. Steel spear with a secret compartment that stores a never ending supply of darts.
4. Crossbow bolts that split into three before striking an enemy.
5. Electrically charged darts that can stun a foe on impact.
6. Jade javelin; ricochets after striking, hitting others nearby.
7. Purple crossbow that fires hypnotic sleep rays.
8. Two daggers that, when brought together, create an explosive arc of lightning.
9. Rainbow hammer that charges other weapons with vivid light.
10. Mace with a head made from thick cables; can overcharge mechanical constructs.

1d10

Gadgets and magic items

1. Bracelet filled with thick, grey sludge that sets into rock-hard concrete in 1d4 hours.
2. Small, iron rod that informs the user of the material it touches.
3. Tongue piercing that glows green if it touches poison.
4. Breastplate made from a giant scorpion's shell that grants resistance to poison damage.
5. Onyx ring; makes its owner's weight six times greater.
6. Chattering, mechanical teeth that can relay a short message.
7. Single-use, blue crystal that can be used in place of any crafting component.
8. White, steel lantern that stores unstable electrical power.
9. Old copper coin that can act as a bright flare when thrown.
10. Steampunk bracers with small gas canisters that can pump out opaque smoke.

1d10

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Tinkerer Spellcasting

Although artificers are spellcasters, their spells often appear more scientific than magical. Roll on the table below to see how your artificer uses magic, and how you can represent this on the tabletop.

To fire off spells, you...

1. mix together selected vials, then throw them at your target.
2. use the implant in your head to manifest your thoughts.
3. adjust the dials on your arcane blaster, and pull the trigger.
4. use verbal and material components and cast spells similar to an educated wizard.
5. initiate your mechanical helper who is equipped with a series of weapons and tools.
6. type on a wrist-mounted keyboard, hacking into the code of the universe.
7. throw one of your specially designed and colour-coded 'reality bombs'.
8. hold up an overcharged meteorite and blast alien magic towards your target.
9. enchant nearby stones and throw them at your enemies.
10. turn invisible nuts and bolts with your magic wrench and tinker with the makeup of the material world.
11. twist your monocle to launch a magic beam from your eye.
12. drink from a beaker in your bag and breathe out a particular kind of flame.
13. click one of the gem buttons on your remote control and fire a beam of energy.
14. release some stored cosmic radiation from the sizable brass canister on your back.
15. grind up ingredients in a pestle and mortar, then throw the results at your foe.
16. shoot unrefined energy harvested from dreams using your SnoozeCannon2000.
17. launch raw emotional power from a weapon embedded in the centre of your heart.
18. release thousands of clockwork nanobots from a hive located in your hat.
19. read from your collection of arcane scrolls and tomes.
20. activate a magical prism and shoot light rays at your target.

1d20

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Wonderful Workshops

1. Several pools of wax sit on the uneven wooden flooring beneath a candle chandelier in this well-used, untidy laboratory. Papers cover every surface and frayed curtains frame the windows.

2. Stained-glass windows dominate the northern side of this converted chapel and add an eerie blue glow to the interior. Neatly organised boxes full of bolts, books and arcane equipment reach the high ceiling and can be accessed by a mechanical elevator.

3. At the back of a busy stable is a small workshop hidden behind a tattered wooden door. Chains hang from its ceiling, holding up pieces of armour and machinery with large hooks. Three circular windows reveal a pleasant view of the grazing horses outside.

4. An ornate forge in the shape of a dragon's mouth heats up metal and belches thick humidity into this small, dark, austerely decorated workshop. Hammers are patiently waiting on the room's mighty anvil.

5. Copper sewer pipes with dials and valves puncture the walls of this underground laboratory. Recent mechanical tests and experiments bubble in cylindrical vats of water and oil. Bookshelves cover the walls, and in the corner is a desk covered in well-drawn schematics.

6. Crashing waves are constant background noise in this modified lighthouse lab. Ships may think that the lighthouse is still in use, but any light emitted is a product of the arcane experiments within.

7. A mechanical intercom and sliding doors give this steel-plated workshop a futuristic feel. Mannequins neatly line the left side, fitted with conceptual armour and weapons not yet ready for use.

8. A domed glass ceiling displays an impressive view of the night sky above this cluttered lab. Telescopes, star maps and wrenches lie on the floor, and the smoky smell of warm solder hangs in the air.

1d8

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Mechanical Helpers

Some artificers employ the help of a clockwork creation to aid them with their tasks. These helpers can be scientific assistants to help out during experiments, or a steel defender to support the artificer on the battlefield.

Automated assistants

1. Golden, clockwork spider that produces its own synthesised web fluid. Despite its many legs, it is programmed to take care of only one task at a time.
2. Motorised racing cart with room to hold supplies. It never stays still for very long and loves to drive in circles.
3. Miniature humanoid robot covered in silver coins, spoons and knick-knacks. It is always scanning for new trinkets and enjoys gluing them to its body.
4. Floating squid with wire tentacles. It hides people's possessions to study the variety in human reactions.
5. Cauldron with metallic arms and legs; as soon as it enters a new room, it begins looking for components that might be useful for future experiments.
6. Oversized toolbox on clunky tank tracks, with an in-built cleaning function. Despite the puddles and muck it drives through, it is rarely dirty.
7. Bright yellow dragon drone, normally found buzzing near its creator because it gets very scared in dangerous situations.
8. Metal-plated centipede that isn't afraid to use it's fully charged energy weapons to zap people who talk badly about its owner.
9. Iron crab with a storage chest on its back; it likes to calculate coin revenue and party combat efficiency.
10. Silver owl whose eyes are bright blue crystals and its beak solid gold. It is sent commands from its creator by telepathic signals.
11. Drifting, rotating cube that has many compartments. It most enjoys taking on menial and repetitive tasks such as tidying or counting.
12. Robotic possum, often calls to and grunts at its creator. It can cause explosions when it mixes together components to satisfy its own curiosity.

1d12

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Party Relationships

By forging connections with the rest of your adventuring party, you can electrify your interactions and spark new role-play opportunities! Roll on the table below, and enter another adventurer's name in the blank.

Character connections

1. _____ is always rescuing you from explosions caused by your experiments.
2. _____ has an item you require for a project, hopefully they'll give it to you soon.
3. _____ volunteered as your test subject, so you owe them.
4. You lost _____'s trust after you gave them a potion that didn't have the desired effect.
5. You're fascinated by _____ and continue to study them.
6. _____ seems intelligent, so you're hoping they will help you solve an alchemical issue.
7. _____'s objective will bring you closer to getting your hands on a valuable resource.
8. _____ has invested in you, you will help them as long as they buy ingredients for you.
9. The fights that _____ gets into are the perfect place to test out your new experiments.
10. You blew up _____'s pet, but they don't know that yet.
11. _____ is probably the only one strong enough to use your secret project.
12. You like making things that bring _____ joy.
13. _____ reminds you of a famous scientist you once read about in a journal.
14. _____ is scared of loud explosions, this amuses you.
15. You recently experimented on _____'s rations, and are waiting to see the effects.
16. You did _____ a huge favour recently, and you remind them about it often.
17. You designed _____'s armour for them, and you both agree it looks great.
18. _____ borrowed a glass vial, but never gave it back.
19. You're both impressed and slightly jealous of _____'s extraordinary abilities.
20. You're trying to find the right time to give _____ the item you built them.

1d20

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Friends and Enemies

Roll on the tables below to add intelligent inventors to your character's story. Are they a professor who taught them everything they know about the elements? Or, are they all too often a wrench in your character's plans?

Ingenious engineers

1. Alphons Sculli – Pushes moral limits with their illicit creations.
2. Konig Izzlewig – Sometimes experiments on themselves, jumpy and unpredictable.
3. Kwin Evergone – Considers themselves the greatest of all alchemists. Wears silk robes.
4. Deeb Amorafel – Once part of a shady weapons organisation, now avoids tinkering to lay low.
5. Kuruk Gruv – Responsible for an amazing robotic discovery.
6. Pin Kanabi – A keen scientific mind, but mediocre alchemist. Sports a sequinned top hat.
7. Beatriss de Foir – Wears a portable workbench to build new contraptions on the go.
8. Snip Bellemi – Can't help but fix or 'upgrade' things around them. Talks incredibly quickly.

1d8

Reliable suppliers

1. Hazar D'Anzar – Trades in explosives and gunpowder, has a volatile personality.
2. William Kard – A watchmaker with an eye for perfection.
3. Anarion Eckardstein – Wise physicist with access to useful chemicals and scientific tools.
4. Mitri Gogglebog – Creates and sells outlawed potions, wanted by the town guard in four cities.
5. Warble Perkins – Avid collector of manuals and guide books.
6. Quince Pipetto – Brash and rude, but offers the best prices on oils, spirits and other fluids.
7. Arthor Ekkle – A glass blower who creates vials, beakers and jars for scientific experiments.
8. Vel Veneer – Wears a plague doctor mask and gives lectures on chemistry at a university.

1d8

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BARBARIANS & MERCENARIES

From humble origins on the outskirts of society to the centre of an important adventure, your barbarian is about to be thrust into the limelight. Adorn them with pelts and protective clothing, fill their bags with trinkets and totems, equip them with dangerous weapons, and get ready to GET RAGING!

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Backstory Inspiration

Use the tables in this book to create imaginative characters with unique backstories, inspired by the locations and lore within your game's setting. You can use this barbarian's description as inspiration for your own, a guide to structuring backstories, or a fully-usable character for your next game!

Miranda Valdueza

Miranda grew up in the small coastal town of Whaleport, where she used to sit on the dock and fish for carp with her ***homemade, feathered lures***. Her home life in Whaleport's slums was difficult at best, and she often got into trouble because of her fiery personality, or for stealing food.

In her late teens, she began working in the slums' ***local tavern***, The Crooked Crow, to earn some coin. In the evenings, ***unregulated brawls*** were hosted in the ***dingy courtyard*** between local residents or sailors who were stopping over. The winnings could be high for those who won, which was incentive enough for her to give it a go.

Untrained, she lost her first few fights badly, but that didn't put her off. She kept working hard, and after a long and painful road, she finally won The Crooked Crow's tournament. Witnessing the raw power that Miranda possessed, a woman named ***Mera Hawksblood's*** interest was piqued. She ran a mercenary gang called ***The Howling Jaws*** who stole artefacts from tombs and sold them on for hefty profits. With a salary of gold pieces guaranteed, Miranda signed up and left Whaleport in no time.

She fought alongside The Howling Jaws for years and ***earned a small fortune*** – her talents shone and the group became both illustrious and notorious. This success bred jealousy, however, and one night Miranda was double-crossed by her own comrades; Mera defended her protégé fiercely, but was ultimately killed. Miranda fled, taking the ***long, hyena-hide cloak*** from her mentor's body, and swore that one day she would find and defeat each member of The Howling Jaws to prove to them that she was ***the ultimate warrior***.

The words in ***bold*** are parts of the backstory taken from the random tables within this book.

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Origins and Goals

This table generates past events in your character's life, and determines what motivated them to choose their adventuring path. You can use each entry as it is, or to inspire a brand new story!

Why did you become an adventurer?

1. You were raised as a warrior in a rival tribe. When you came home, your family rejected you, as they blamed the rival tribe for a terrible attack on your village. You are seeking the true perpetrators.
2. Venturing out from your small town, you made a fortune by fighting in a battle arena and completing contracts for a warriors' guild. You are now planning to challenge each member of the guild to prove you're the ultimate warrior!
3. Episodes of uncontrollable 'wolf rage' you displayed as a child got you cast out into the desert. You are searching to find the hidden tomb of your ancestors to learn more about this fury in your bones.
4. You were briefly your tribe's leader, but were demoted after changing some key laws. Some said your changes were 'as useful as a chocolate teapot', so you are now looking for this valuable and useful artefact.
5. A tavern owner adopted you. In adulthood, you acted as the venue's security, but loved listening to the inn's resident bards. Your biggest dream is to have an epic poem written about you one day.
6. You were a wizard's unwilling test subject, and were placed in extensive rage trials for ten years. After escaping, your mission now is to find peace travelling to see all the rare and beautiful birds of the world.
7. Born into a pirate crew, you have travelled the world and pillaged many trade vessels. As repentance for your actions, you now complete quests for the trade guild you once attacked and stole from.
8. Your family was supportive but sad when you set off to become a mercenary for hire, so you're creating them a keepsake. From every foe, you collect a tooth; you would like seventy teeth for your gory but decorative souvenir.

1d8

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Appearance and Items

Distinctive features

1. A raccoon's tail has been braided into your messy hair.
2. You are missing part of your right ear, it was torn from you during a fight with a wolf.
3. Barbed wire wraps around your arms; it doesn't hurt you.
4. You dress in all black with dark, badly applied make-up on your eyes and lips.
5. A deep scar runs from the top of your nose to your shoulder.
6. Eight blue orbs, once the eyes of a giant spider, hang on a necklace around your neck.
7. You don't wear boots, instead opting to walk with muddy feet.
8. Some of your teeth have been filed into sharp points.
9. You still wear the rusty, broken shackles that once bonded you to forced servitude.
10. You wear a sash; each badge represents a notable defeat.

1d10

Defensive clothing

1. Flimsy, steel breastplate that has been badly patched-up.
2. Protective, ill-fitting boots made from bark and leather.
3. Hefty bronze pauldrons; a stark contrast to your lightweight and breathable shirt and trousers.
4. Iron bracers that are held together with large, steel rivets. Once part of a forge's pipes.
5. Peacock feather loincloth that you wear over your trousers.
6. Mismatched pieces of flawed armour that have been taken from the site of a bloody battle.
7. Tortoise shell with a fastened chinstrap to protect your head.
8. Treated scales of a huge fish create your shimmering wrap.
9. Ripped shirt and shorts, held together with a chunky belt.
10. Long, hyena-hide cloak that flows from your shoulders and touches the floor.

1d10

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Vicious weapons

1. Trident made from a thick branch and farming tools.
2. Statue taken from a cathedral that can be used as a blunt maul, or battering ram.
3. Brutal flail consisting of a chain fastened to a shattered rock.
4. Sickle with a full-circle blade; originally used to cut thread.
5. Light hammer once owned by an artisan blacksmith.
6. Whip with sharp animal bones and teeth attached at its end.
7. Homemade flint spear, its shaft is wrapped in dyed fabric.
8. Heavy crossbow once used by the royal army. Normally takes two people to set up and fire it.
9. White greatsword, made from a sharpened elephant tusk.
10. Iron warhammer; its head has an angry face design.

1d10

Meaningful trinkets

1. Pouch full of live woodlice.
2. A neatly folded guard's tabard.
3. Dog tags given to ore miners.
4. Antique quill and ink pot set.
5. Feathered lure used in fishing.
6. Coin with a punched-out hole.
7. Thick oil used for embalming.
8. Storybook about a werewolf.
9. Potato shaped like a dragon.
10. Doll with orcish features.

1d10

Symbolic totems

1. Bangle made from bird cages.
2. Pole painted in striped colours.
3. Furious face carved into stone.
4. Polished, shiny bronze sphere.
5. Roaring bear idol, cast in gold.
6. Autumn tree in stained-glass.
7. Stone full of kind messages.
8. Sleepy monkey hewn in wood.
9. Family of five nesting dolls.
10. Skull carved from obsidian.

1d10

Every detail tells a story

When adding features and clothing to your character, think about the deep connection that a barbarian might have with everything on their person. Do you display a fearsome creature as a trophy? Does your fiery-coloured clothing represent the volcanoes of your home? What story does your appearance tell?

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Magical Equipment

Ferocious magic weapons

1. Bladed spear that can shrink into a dagger or grow into a lance on command.
2. Maul that thrums with grey energy. Blasts foes 5ft away with every strike.
3. Medusa-inspired crossbow; can turn its targets into stone.
4. Monkey spirit mace; makes the wielder more acrobatic.
5. Siege crossbow that launches powerful explosive spheres.
6. Gaudy longsword that taunts all surrounding enemies.
7. Prismatic, glass greatsword that can make it's wielder temporarily invisible.
8. Rocky halberd; its user is immune to being frightened.
9. Morningstar with a rose-shaped head that can charm others to fight for its owner.
10. Bolt of lightning formed into the shape of a javelin.

1d10

Merciless magic items

1. Padded overalls that grant their wearer resistance to acid.
2. Explosive charges that shake the earth, causing those in range to fall prone.
3. Mirrored bracers that store incoming elemental energy for the wearer's next attack.
4. Grey potion; the drinker's skin turns to stone for four hours.
5. Handheld stone slab that can send messages one-way.
6. Fiendish rod that can quickly heat up anything it touches.
7. Magnesium firework; can blind everyone in a 60ft radius.
8. Hourglass bracelet; once per day, the wearer can reroll their attack if they miss their target.
9. Wizard's circlet that grants the wearer two basic spells.
10. Small pill that can shrink the user to the size of a mouse for 1d20 minutes.

1d10

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Mercenary Clans

This crew is called The...

1. Travelling	*1.* Predator
2. Viper's	*2.* Riders
3. Broken	*3.* Waterfall
4. Roaring	*4.* Storm
5. Vicious	*5.* Matriarch
6. Wild	*6.* Inferno
7. Red	*7.* Spear
8. Bear's	*8.* Jaws
9. Howling	*9.* Embrace
10. Forgotten	*10.* Arrowhead

2d10

and they...

1. are led by a fey creature.
2. worship a questionable deity.
3. are magically gifted.
4. avoid town guards at all times.
5. are made up of orphans.
6. domesticate fierce animals.
7. only come out at night.
8. run a famous hunting trial.
9. pilfer and sell artefacts.
10. only eat raw vegetables.

1d10

Gang uniform

1. Their clothing is made from what other people throw away.

2. Bodypaint is applied to every member to mimic the scales and appearance of a lizard.

3. Lines and geometric patterns are tattooed across their arms, eyelids and cheeks.

4. Linen is affixed to steel frames to create their spherical outfits.

5. Large-crab armour and giant shells are worn as clothing and steadfast protection.

6. Their outfits are made from dyed fabrics and the glorious feathers of colourful birds.

7. Wooden manticore face masks are worn by everyone.

8. Hives are hung around their necks, each carries their own different insect colony.

9. Beads made from painted fruit stones hang from their wrists.

10. Red handprints are painted across their bodies and clothing, a sign of ownership.

1d10

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Fighting Arenas

1. An immense stone colosseum dominates the skyline. Inside, hordes of excitable crowds sit on wooden benches as they eat, drink and jeer at the competitors. Vendors weave through the stands selling brightly coloured flags, badges and warm snacks.

2. Long ago, villagers used this forest clearing for secret combat training, preparing to depose a cruel noble. Once a year, the glade is decorated with bunting and a contest is held in honour of the rebels.

3. A lavish ballroom hosts a fight club where wealthy nobles employ a champion to battle for their family's honour, and spectators bet on the winners. Bouts tend to finish when the crowd demands the fighters clear the polished parquet floor to make room for dancing.

4. Brawls in the dingy courtyard of this tavern are generally unplanned and unregulated. Stacks of empty ale kegs line the damp walls, and a snarling guard dog is chained in one corner.

5. A monastic dojo on the edge of town hosts prohibited bouts, unbeknownst to its owners. While the masters of the dojo rest and meditate upstairs, competitors sneak in through the back door. There is only one rule: don't wake up the dojo's owners.

6. Fights are held on the main deck of a black pirate ship moored in the docks. The cabins beneath hold training equipment, rudimentary medical supplies and bedding for regular competitors.

7. Few know that the city's underground fighting network actually meets underground. Marked drain covers signal the location of each fight, as bouts are held at intersections of a cavernous sewer system.

8. The muddy ground of this island in the swamp is churned up by fighters' heavy feet. Those who compete have their names immortalised on the nearby rocks, win or lose.

1d8

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Rage Manifestations

It's time to get angry! The table below is full of ideas for how your barbarian's rage could manifest itself on the tabletop, including how this may affect your character and what the rest of your party see.

When your rage is triggered...

1. you begin sweating uncontrollably, wetting your clothes and hair.
2. your pupils become clock faces, and count down until your fury subsides.
3. radiant, arcane tattoos light up on your skin.
4. your teeth and fingernails become slightly sharper, and your hair becomes shaggy.
5. your movements leave a red afterimage hanging in the air.
6. the weapons you're carrying light up and become white hot with your fury.
7. your muscles seem to double in size, stretching and pulling at your clothes.
8. the ground beneath your feet quakes, cracks and splits.
9. the world gets brighter for a second, and thunder booms across the sky above you.
10. you scream at the top of your lungs, a primal cry of fury and ancient power.
11. a ghostly ancestor of yours can be seen fighting just out-of-sync with you.
12. you release an aroma which causes people to cough.
13. your eyes release green light, and you forget everything that happens until it passes.
14. you grow around a foot taller and gain a white, smoky aura.
15. wind whips up around you, and loose debris nearby is picked up in a cyclone.
16. black lightning zaps across your skin, which gently glows for the duration.
17. your eyes become piercing yellow, like those of a hawk.
18. thin, red fur covers your body and your feet magically turn into fiendish hooves.
19. the shadows in the area you're in grow long and unnaturally dark.
20. vines, brambles and flowers wrap around your forearms and calves.

1d20

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Party Relationships

When a warrior finds a group of close allies, they can become an unbreakable family. Roll on the table below to create relationships with the other members of your party, filling their names in the blank spaces.

Character connections

1. _____ is looking for a way they can calm you down from your explosive rages.
2. You convinced _____ to keep quiet after they beat you at arm wrestling.
3. You have no idea how to represent _____ on the totem you're crafting.
4. You absolutely love listening to _____'s stories about the monsters they've seen.
5. _____ is teaching you how to fish successfully.
6. _____ is trying to keep up with your thorough and relentless workout routine.
7. Despite your lack of interest, _____ enjoys teaching you about key historic figures.
8. _____ acts like the sacred animal of your clan.
9. Sometimes _____ behaves like your rival back home, which makes you angry.
10. You often pick flowers for _____'s collection.
11. _____ has a peculiar obsession with the ancestral necklace that you wear.
12. _____ claims to have slain a chimera. You are not convinced by their story.
13. _____ offered to make your village a flag, but you don't know how it should look.
14. It turns out _____ is actually very good at your hometown's favourite sport.
15. _____ accessorised your weapon when you were asleep. You really like it!
16. You made a sacred pact to protect _____ after all they've done for you.
17. _____ used to pay you to be their bodyguard, but now you're close friends.
18. _____ has a bad habit of talking down to you.
19. You owe _____ a favour after they saved your life.
20. You were hired to assassinate _____, but couldn't.

1d20

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Friends and Enemies

Whether they grew up with you, were your fierce nemesis, or once joined your band of mercenaries, the tables below add outlanders to your character's history – as well as giving you some useful city contacts.

Rugged outlanders

1. Hyene Torn – Followed by their pet lynx. Large hoop earrings.
2. Navigator – Uses seeing stones to discern the future. Dresses exclusively in yellow.
3. Mera Hawksblood – A roc attack left scarring across their body. A calm, natural leader.
4. Shepin Fjörel – Once banished from their village, but recently returned. Stocky and hunched.
5. Red Goat – A combat coach to many. Walks with a steel cane.
6. Vikery Sowl – Rarely feels empathy. Decorated in the hide and scales of a chimera.
7. Yegemi Black – Unkempt hair is greying despite their youth. Always has a point to prove.
8. Ku'go Nukl – Famous for riding a wolf into battle. Believes that diplomacy is superior to war.

1d8

City contacts

1. Ellas Caesar – Anthropologist with a passion for languages.
2. Giliganne Moss – Green-eyed, travelling trader who buys and sells from small villages.
3. Willisp Shankley – A big-game hunter who is always seeking a trophy kill. Obnoxious and rude.
4. Sir Celeano Bonk – Betrothed to a tribe leader's daughter, trying to get used to tribal life.
5. Mudd Paol – A fleeing thief who found refuge in a small village.
6. Hibiscus Jones – Brews tonics and medicines, then hands them out to remote tribes.
7. Effei Wyrm – Owns a holiday home in a preserved forest. Known for over-the-top parties.
8. Kamazotz Chi'que – Once a noble, now operates a guild of mercenaries in a nearby town.

1d8

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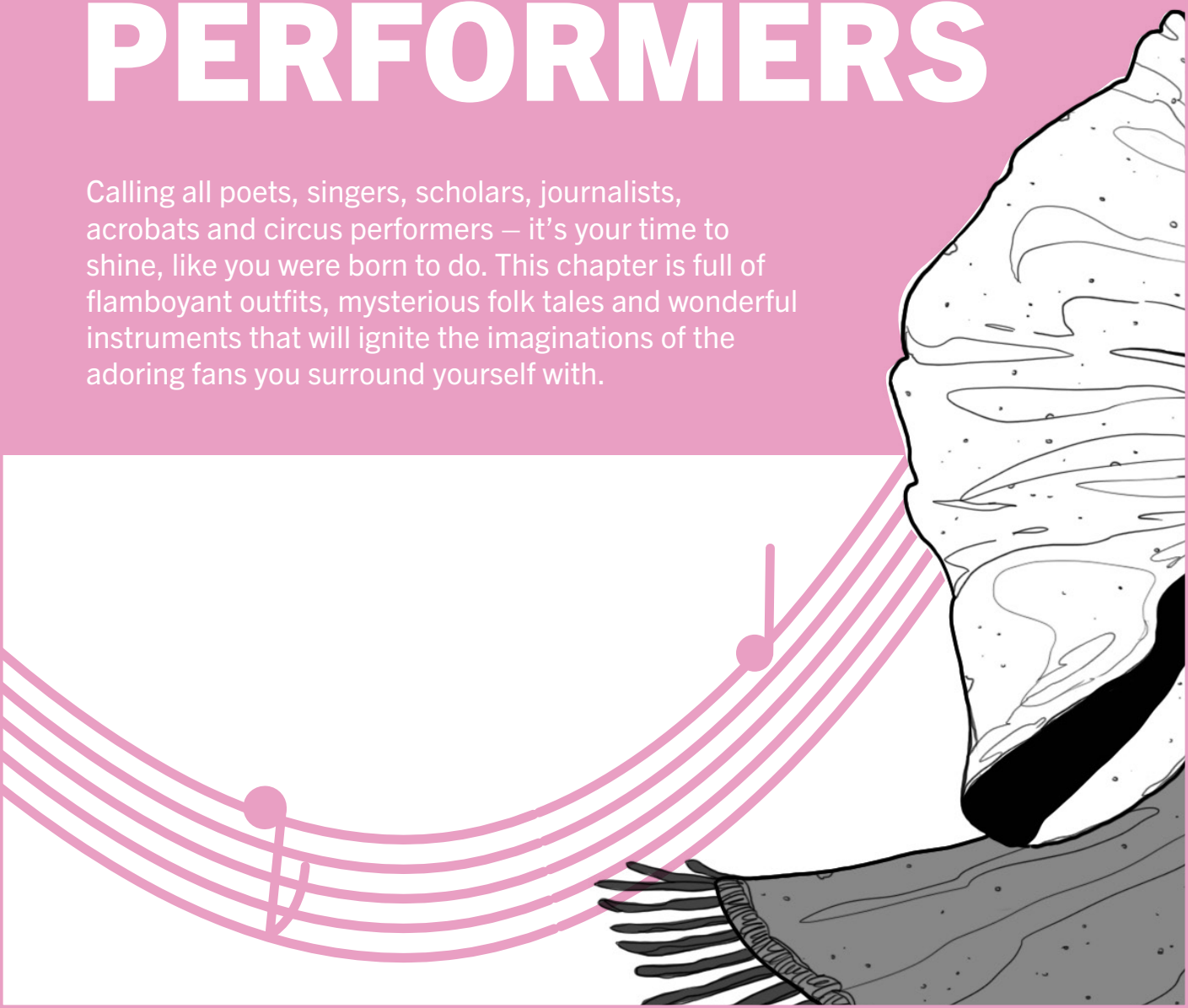
BARDS & PERFORMERS

Calling all poets, singers, scholars, journalists, acrobats and circus performers – it's your time to shine, like you were born to do. This chapter is full of flamboyant outfits, mysterious folk tales and wonderful instruments that will ignite the imaginations of the adoring fans you surround yourself with.



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Elizabeth Allegro

The gardens of The Sapphire Palace were vast, and needed an army of gardeners to take care of them; Elizabeth Allegro was one such ***gardener***, a cheerful sort who enjoyed ***singing while she worked***. She grew up on a farm nearby, so gardening for rich nobles who couldn't be bothered to do it themselves seemed like easy money.

The palace was owned by a man named ***Jafén Maledor, a young poet*** who had amassed a fortune by selling his work and thrived on admiration and applause. He enjoyed showing his rich and famous acquaintances through his well-kept garden, and one day happened to ***hear Elizabeth sing***. Enraptured, he invited her to perform at his upcoming annual gala; with the money he offered, she couldn't turn down his proposal.

She entranced the crowd with her spectacular voice. With the generous sum received from her first performance, she traded in her gardening uniform and purchased an elegant ***blue, leather vest*** with a pair of ***shoes covered in sparkly, diamond-like stones***. In the years that followed, she was invited to perform again and again at Fergus' ***pompous parties*** full of nobles, and quickly became the highlight of the festivities.

On the fifth anniversary of Elizabeth's first performance, she was gifted a ***decadent, golden rapier*** to display in her home. As much as she loved the ostentatious gifts and the attention on the stage, her heart longed to be outdoors once more and for the company of more down-to-earth individuals. She still sings at Fergus' galas and parties, but ***keeps one eye on the noticeboards in town***, just in case any other exciting jobs or opportunities arise that could lead to a new chapter in her life.

The words in ***bold*** are parts of the backstory taken from the random tables within this book.

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Origins and Goals

This table generates past events in your character's life, and determines what motivated them to choose their adventuring path. You can use each entry as it is, or to inspire a brand new story!

Why did you become an adventurer?

1. You devoted yourself to win a Society of Performers award, and last year you finally won! With the money you earned, you're now seeking out your cunning loan shark to cut ties once and for all.
2. You toured with a well-known songwriter, and played to their crowds as a warm-up act; recently you decided to go it alone and try to make some of your own fans. It has always been a dream of yours to become a household name.
3. A pixie taught you how to play the flute. You enjoy dancing with the fairies, and your new talents have won you a stage to perform at within a fey colony. This is your big break, so you have to make your way there.
4. Gardening was your career, until your boss heard you sing. They now get you to perform at all of their pompous parties, so you look at noticeboards regularly to see if there are any other paid jobs available.
5. You were mentored by the great Rubio del Gourd, and are considered their protégé. They have set up an internship for you with another sculptor on the other side of the nation who can teach you how to carve into diamond.
6. A deceptive circus you were once part of kicked you out and tarnished your name. Your honest tell-all about them launched your investigative career, and now you're looking to crack some new cases.
7. Choosing the life of a daredevil brought shame to your wealthy mother, who wrote you out of her will. To gain her respect once more, you are planning your most outrageous stunt to date — The Firedriver.
8. Your painting skills paired well with a local thieves' guild, and you now create counterfeit art. The big money is in ancient artefacts however, so they have tasked you with finding rare and valuable manuscripts.

1d8

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Appearance and Items

Distinctive features

1. Your shoes are encrusted with cheap, 'diamond-like' stones.
2. Your teeth are brilliant white, and you enjoy showing them off with a toothy grin.
3. The birthmark on your left cheek resembles a wine goblet.
4. You have an eye tattooed on each palm, which you place on your face when performing.
5. Your braids are dyed every colour of the rainbow.
6. Years of dancing has caused damage to your hips, so you walk with a noticeable limp.
7. A delicate coin belt jingles around your waist as you walk.
8. The steel plates on your body aren't armour, they're drums.
9. Your body is covered in inky scribbles, you write song lyrics on yourself so you don't forget.
10. You love to decorate your face with glittery makeup.

1d10

Spectacular costumes

1. Navy, woollen cloak; it covers a full-body, polka-dot leotard.
2. Oversized white blouse with recently patched dark trousers.
3. Fitted sky-blue shirt and trousers. Huge flares start at the elbows and knees.
4. Yellow cape with a sun design, woven gold reflects warm light.
5. Blue, leather vest with elegantly placed pearl buttons add a subtle elegance to your outfit.
6. Rainbow-coloured ensemble of a red cravat, yellow shirt, green jacket and a violet coat.
7. Odd, knee-length stockings, simple sandals and shorts.
8. Gorgeous, red, satin jacket with long tails and gold buttons; once belonged to a ringleader.
9. Filthy, pink robe with ruffled sleeves and a torn hem.
10. Padded, black jacket with thick red tassels and braids.

1d10

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Trusty weapons

1. Longsword with a circular hilt; has the silhouette of a crotchet.
2. Twin chisels that double as a pair of sharp shortswords, perfect for a seasoned sculptor.
3. Shoulder crossbow that can be fired by pulling a string.
4. Finger piano that has been converted into a crossbow.
5. Decadent, golden rapier. More a display item than a weapon.
6. Long paintbrush with a pointy end, can be used as a dagger.
7. Hefty, oak table leg taken from a tavern; wielded as a club.
8. Pocket-sized sledgehammer, used for pinning tent pegs.
9. Ornate dagger that was passed onto you as a family heirloom.
10. Gnarled and rusted longsword that was scavenged from a legendary battlefield.

1d10

Theatrical trinkets

1. Almost-full autograph book.
2. Collection of frayed shoelaces.
3. Handwritten sheet music.
4. Gambling token from a casino.
5. Folded carnival pamphlet.
6. Silk eye mask with ribbon ties.
7. Stained deck of tarot cards.
8. Tap shoes with steel soles.
9. Black-and-white juggling balls.
10. Dried flower corsage.

1d10

Musical instruments

1. Cowbell on a yellow ribbon.
2. Bagpipes with plaid fabric.
3. Accordion with a lava design.
4. Rusty, out-of-tune trumpet.
5. Pair of bear hide drums.
6. Maracas belonging to a noble.
7. Ceramic, geometric ocarina.
8. Flute made from a bone.
9. Miniature glockenspiel.
10. Violin crafted by an artisan.

1d10

Stand out from the crowd

Bards are known for their creativity, flair and often their love of attention. Draw on this love of artistry and performance when developing your character's appearance and attire. After all, the more eyes your character draws, the larger the audience for their next show!

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Magical Equipment

Extravagant magic weapons

1. Crossbow in the shape of a violin, it shoots bolts of sound.
2. Flask of magical ink. When the cork is removed, the ink forms into a supremely sharp dagger.
3. Rapier with a shining moon on its hilt. Can blast radiant beams, or produce bright light.
4. Drum-beater club; the music it produces is deafening.
5. Umbrella rapier that can open to slow the user's fall.
6. Trumpet blowgun that fires polished, brass homing darts.
7. Two small maraca clubs. If shaken, they can force others to dance to your beat.
8. Discordant lyre boomerang that can frighten those it hits.
9. Hooked chain whip. Can pull the user towards their target.
10. Sickle decorated with pink ribbons, amplifies the power of any spells cast within 30ft.

1d10

Magnificent magic items

1. Orb holding a golden eye; once a day it can be used to scry.
2. Boots that levitate the user slightly, allowing them to skate over land and water.
3. Clockwork gauntlet that can speed up or slow down time.
4. Ring that can summon fine food or bedding once a day.
5. Circlet with an inset blue gem. When the gem is touched, the user's voice is amplified.
6. When activated, this sphere flashes with bright disco lights.
7. Mirrored shirt that can reflect weak spells targeted at the wearer back at the caster.
8. Music box that plays rapturous applause and laughter.
9. Amber broach that charms merchants into giving discounted prices.
10. Smoke bomb that transports the user to safety within 50ft.

1d10

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Bardic Spellcasting

Bards are wonderful performers, but they can also cast a menagerie of magnificent spells. Roll on the table below to discover the unique and interesting ways in which your bard taps into their magic power.

To cast bardic spells, you...

1. drink from one of the many elixirs that grant you strange, temporary powers.
2. strum a chord of creation, briefly altering reality.
3. chant while staring into a crystal ball, releasing strange and bizarre effects.
4. read a page of a spellbook you stole from an old wizard.
5. let forth the fiends trapped in your instrument, who help you with whatever you ask.
6. clutch your meteorite bangle, allowing you to tap into the power of another dimension.
7. run your fingers across geometric ley lines, hidden to those unaware of their power.
8. use magical pigment to paint your spell effects into life.
9. ask your magic ruby for help. Unknown to you, the ruby isn't magical at all, you are.
10. unleash the power of dreadful nightmares, harvested during your previous evening's rest.
11. hold up a card taken from an enchanted, mystical deck.
12. harness the power of the colour-spectrum crystals that hang on your necklace.
13. ask hidden fey creatures to playfully cast spells for you.
14. shout power words. A skill developed by an ancient civilisation, taught to you.
15. make sacred animal noises, discharging the power of the primal world.
16. whisper the forbidden secrets of the universe, forcing it to fearfully bend to your will.
17. blow coloured bubbles that each have wild effects.
18. pray to an appropriate deity, requesting aid from one of their angelic host.
19. touch runic tattoos on your skin. Each one has a slightly different power within.
20. gain knowledge, guidance and favour from powerful ancestral spirits.

1d20

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Quips and Inspiration

Never be lost for words in the heat of battle with these tables of taunts and tributes. Mocking your enemies might distract them enough to put them off their stride, while cheering on your allies can give them an extra boost!

Cutting insults

1. People say your mother is…	**1.** a dizzy spaniel puppy.
2. Hey! You remind me of…	**2.** a gangly, pessimistic sloth.
3. You have the personality of…	**3.** a fool fired from the circus.
4. You'll wish you were…	**4.** a shrivelled, sprouting potato.
5. How uncouth. You run like…	**5.** a painfully shy mouse.
6. I'm embarrassed to fight…	**6.** the tavern toilet's resident troll.
7. I'd be more scared of…	**7.** a fly trying to leave a window.
8. Rumour has it your dad is…	**8.** a goat with sawdust for brains.
9. Everyone watch out, it's…	**9.** a dung-covered turnip farmer.
10. You're less intelligent than…	**10.** a damp, floppy scarecrow.

2d10

Inspirational compliments

1. In a past life, surely you were…	**1.** an aristocratic kraken!
2. Now, fight with the spirit of…	**2.** a beautifully groomed stallion!
3. You are mighty like…	**3.** an indomitable tarrasque!
4. Your skill reminds me of…	**4.** a tenacious, trained terrier!
5. I could easily mistake you for…	**5.** a legendary warrior chieftain!
6. My friend, may you channel…	**6.** a floral plant in full bloom!
7. You look spectacular, like…	**7.** a ferocious mother badger!
8. Go! Go with the grace of…	**8.** the world's proudest peacock!
9. You are more heroic than…	**9.** a bewitching elemental!
10. My muse! Within you lives…	**10.** a radiant, pearlescent angel!

2d10

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Stories and Songs

Even the most talented bards get stage fright when called to perform with no warm-up; roll on the table below to cobble together a quick story or song. Fill in the details if you wish or simply leave the audience questioning whether your bizarre nursery rhyme has a deeper meaning...

Once...

1. on a beach by a blue bay,
2. in the kitchen of a café,
3. deep in a forest ruled by fey,
4. under a huge stone archway,
5. during a wonderful ballet,
6. in a cart that began to stray,
7. on a scorching summer's day,
8. in a fort that began to sway,
9. backstage of a tragic play,
10. in a barn full of old hay,

1d10

there was a...

1. turnip farmer named Fred.
2. troll who lay down dead.
3. tailor with yellow thread.
4. parrot with wings spread.
5. scaly dragon of blood red.
6. boy who stole some bread.
7. bishop filled with dread.
8. figure with deer and sled.
9. tourist with roads ahead.
10. cat who was overfed.

1d10

When...

1. all the crops started to decay,
2. someone ruined their big day,
3. everyone turned into clay,
4. they stood in an old doorway,
5. wolves saw them as tasty prey,
6. they could not find their way,
7. high taxes they could not pay,
8. they heard an almighty neigh,
9. their friend was taken away,
10. they finished their buffet,

1d10

they...

1. ensured they ran and fled.
2. woke up in their comfy bed.
3. hid in a run-down, old shed.
4. grew old and eventually wed.
5. simply gave up instead.
6. found out they were misled.
7. made sure their belly was fed.
8. chose a book and quietly read.
9. knew their tale would spread.
10. tragically lost their head.

1d10

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Party Relationships

Roll on the table below for each member of your party and insert their name into the blank. It's a great way to form dynamics between you and the other members of your colourful, eccentric and feisty troupe of adventurers.

Character connections

1. You went to school with _____, and have plenty of stories to tell about them.
2. After _____ asked you to sign their poster of you, the two of you became friends.
3. _____'s grace in combat is great inspiration for ballads.
4. You and _____ vie to be the best dressed, and try to outdo each other daily.
5. _____ often dares you to do things. Your pride makes their challenges irresistible.
6. You are trying hard to teach _____ table manners.
7. You tricked _____ into signing a contract, but you are yet to tell them the terms.
8. After partying and spending time in a cell with _____, you became best of friends.
9. You hope you look scarier by standing next to _____.
10. As a distinctive muse, you regularly sketch _____ when they're not looking.
11. Sometimes _____'s views cause you to clash, but you're never angry for long.
12. _____ protected you when you were both thrown into a gladiatorial arena.
13. _____ met you when they enrolled into a stage show you were part of.
14. You used to play cards regularly with _____.
15. _____ is a protagonist in your upcoming novel, but you have altered their name.
16. You've never heard such an entrancing and rare singing voice as _____'s.
17. _____ supported you when you lost your memory.
18. _____ thinks you're a happy-go-lucky charlatan.
19. _____ laughs at all your jokes and claps at the end of your performances.
20. Any time spent in a tavern with _____ always ends in a drinking contest.

1d20

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Friends and Enemies

A bard's social network is often a colourful tapestry peppered with romance, indispensable allies and heated rivalries. Roll on the tables below to link your character to these lively individuals to form an exciting backstory.

Busking bards

1. Orlando Starblazer – Award winning poet, always encircled by an exclusive entourage.
2. Tameera Feev – Designs their own colourful, avian-inspired costumes. Enjoys the spotlight.
3. Jafén Maledor – Young and quiet, writes beautiful poems.
4. Fen'an Himsulem – Silk-robed flautist who narrates the world around them with music.
5. Johnny Flitz – Has trained in the best universities in the world, and lets everyone know.
6. Iser Sordith – Flexible acrobat, contortionist and street artist.
7. Azedi'in Klaas – Energetic but untrained dancer with poor impulse control.
8. Orson Yeager – Raucous one man band, known for their unscrupulous plagiarism.

1d8

Instrumental associates

1. Madeira Dris – A burly vocal coach with a curt attitude.
2. Robin Alynne – Tall wizard with a collection of ancient music and instruments.
3. Lecksor Urruth – Brutish bodyguard and bouncer who protects exclusive events.
4. Krazantrina T'Azime – Famous journalist with a penchant for cultivating young talent.
5. Ravendra Bleak – Stage prop designer and practical joker. Only dresses in black.
6. Avenda Cox – Shady and softly spoken dealer of fireworks, flares and other explosives.
7. Jimney Patel – Cherished stage-show writer and director.
8. Bene Field – Playful and experienced fortune teller with a great track record.

1d8

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BLOOD HUNTERS & MUTANTS

Forget about the life you led before you became a hunter, a brutal path awaits you now. No matter the size of the monsters you'll face, or the insurmountable challenges that will block your way forward, this chapter will equip you with the armour, weapons, gory trophies and blood curdling maledictions you will need to survive.

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Backstory Inspiration

Use the tables in this book to create imaginative characters with unique backstories, inspired by the locations and lore within your game's setting. You can use this hunter's description as inspiration for your own, a guide to structuring backstories, or a fully-usable character for your next game!

Ocelot "Ottie" von Geldenmais

Two farmers found Ocelot in a field as a young child – she had raw, ***glyph-shaped burns*** on the ***palms of her hands*** and ***soles of her feet***, and no memory of who she was or where she had come from. With no sign of any parents or guardians, the farmers took her in and raised her alongside their four other children, naming Ocelot after the wild cats who roamed the fields where she was found.

Young Ottie was ***often visited by a juvenile fiend***, who apparently knew her very well. The two played together in the fields surrounding the farm, but were always watched anxiously. The farmers allowed the friendship because of how much happiness it brought their otherwise quiet child, and hoped that one day the fiend would reveal more about Ottie's past. Over the next ten years, the creature ***gifted*** Ottie with various trinkets, including ***colourful sticks of chalk*** to help decorate her room and a ***flat, hooked longsword*** to help harvest corn when the fields were ripe and ready.

When prompted by the fiend, Ottie prepared for a pilgrimage. As a ***final gift***, the fiend had told her to ***visit a strange temple in the North*** that housed a group of monster hunters called ***The Behemoth Butchers***; the crooked structure was ***surrounded by skeletal fir trees*** and stood on a hill overlooking the small village of Bogreach. The Butchers' resident ***herbalist***, an ***eccentric*** woman named ***Centuri***, would apparently know who Ottie was and have more information about her parents.

Before Ottie left, her adoptive family threw her a huge party and invited all of the neighbouring farms to send her off. Ahead of her lay a long path to self-discovery, but it was one that Ottie finally felt ready for.

The words in ***bold*** are parts of the backstory taken from the random tables within this book.

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Origins and Goals

This table generates past events in your character's life, and determines what motivated them to choose their adventuring path. You can use each entry as it is, or to inspire a brand new story!

Why did you become an adventurer?

1. Kidnapped with other children your age, you were the only one to pass your captor's gruelling tests and become a blood hunter. Now, later in life, the bounty you are hunting is your old mentor who stole your childhood.
2. You grew up in a rundown house that was haunted by the ghosts of your relatives. With your in-depth knowledge of spirits, you hope to find a way to resolve their unfinished business and put them to rest.
3. You died fighting the fiends that attacked your hometown, but were brought back to life for reasons unknown by dark powers. Your only hope of finding answers is to seek out the fiend who led the attack, a creature named Guulzegrub.
4. You were cloned as part of an immoral experiment; both versions of you received odd powers. You wish to track down your duplicate and discover which one of you is the clone.
5. Lost at night, you were bitten by a feral werewolf who gave you their dark gift. No longer safe in town, you opened a shelter for werewolves, and now travel the land hunting for others that you can rescue.
6. You are often visited by a fiend who asks you riddles, and gives you gifts if you can solve them. To collect your final gift, the fiend has asked you to make a pilgrimage to a strange temple in the North.
7. Your parents were both blood hunters, and they trained you from a young age. Now fully qualified yourself, you drift from town to town completing monster hunting contracts for good coin and good fun.
8. After you fell into a sinkhole, you found yourself in an ancient tomb. An artefact you found there altered your genetic makeup, giving you extraordinary abilities, so you are now seeking the other five tombs of this lost civilisation.

1d8

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Appearance and Items

Distinctive features

1. Your nails and fingers are constantly caked with dirt.
2. Your eyes are heavily bloodshot and sometimes weep blood.
3. Glyphs are seared into the palms of your hands and the soles of your feet.
4. In the moonlight, your skin appears pale, veiny and slightly translucent.
5. You wear a helmet made from the skull of a horned fiend.
6. The names of the creatures you have hunted are carved into your chest.
7. Your tongue is thin and forked like that of a snake.
8. Instead of water, you sweat a dark and viscous liquid.
9. Your eyes are reflective when they have light shone into them, similar to a cat.
10. Your fingernails are yellow and chunky like a troll's.

1d10

Grotesque armour

1. Black leather trenchcoat with a multitude of pouches full of grisly lure and bait.
2. Cleric's breastplate. Its holy symbols have been crossed out with messy scratches.
3. Translucent scale mail stolen from a ghostly, undead soldier.
4. Leather armour studded with lucky star symbols and glyphs.
5. Heavily charred chain shirt, some of its rings are mangled.
6. Orange leather overalls with pauldrons made from the ridged shell of a giant lobster.
7. Warm, black fur overcoat that covers a formal shirt and tie.
8. Heavy breastplate with dragon detailing and dark breeches.
9. Brass kite shield, on its interior there are gaps for small vials.
10. Scaled plate vest with long metal spikes, like those of a porcupine, on its back.

1d10

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Forbidden weapons

1. Flat, hooked longsword with a hilt made from griffon bones.
2. Whip made from two entwined, dimly lit-up lures from an enormous aquatic creature.
3. Curved scimitar with a red steel blade featuring long trenches.
4. Crossbow that once belonged to a famous ghost hunter.
5. Rapier with two blades that meet at a piercingly sharp tip.
6. An ogre's hand tied to the end of a thick staff acts as a weighty greatclub.
7. Gnarled scythe taken from a haunting, undead wraith.
8. Trident that once belonged to a guard of an underwater city.
9. Bow made from a manticore's rib, and arrows from its spines.
10. Long, curved greataxe often used by executioners.

1d10

Occult trinkets

1. Bottle of acrid vinegar.
2. Holy symbol woven from grass.
3. Sticks of coloured chalk.
4. Two coins with eye designs.
5. Sketchbook full of runes.
6. An unlabelled vial of ashes.
7. Two chicken feet tied together.
8. Annotated monster almanac.
9. Lavender incense sticks.
10. Dried garlic bulb on twine.

1d10

Ghoulish trophies

1. Banshee's moth-eaten veil.
2. Hag's snotty handkerchief.
3. Imp bound in a crystal ball.
4. Fey prince's fancy belt buckle.
5. Pickled cyclops eye in a jar.
6. Broken minotaur manacles.
7. Wight's withered hand.
8. Will-o'-wisp in a lantern.
9. Fiend's severed hoof.
10. Chunk of dried troll hide.

1d10

Monster hunting practicalities

Fighting monsters for a living takes good knowledge and great tools. When designing your character's look, think about the practical apparatus that they might need, the weapons they could use and why they use them, and the lasting damage that years of monster hunting could have done to their bodies.

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Magical Equipment

Hemocrafted magic weapons

1. Whip with a snake's soul that can constrict and trip foes.
2. Scissor-like shortswords that can cut through body and soul.
3. Rapier whose blade exudes a sickly and poisonous gas.
4. Shortbow that fires healing potion arrows; when hit, the target's health is boosted.
5. Oily, black scimitar that can splash tar onto foes, making them more flammable.
6. Crude mace that temporarily blinds and deafens anyone nearby when it detonates.
7. Flail that ends in a hefty, iron lantern. Its purging flames can incinerate aberrations.
8. Dragon-fang longsword that has a powerful, acidic bite.
9. Icy spear that forms a durable shield when held horizontally.
10. Tamed, animated halberd that can fly towards enemies.

1d10

Prohibited magic items

1. Obsidian cube that transfers the life from one target to another when activated.
2. Skull-shaped whistle that sounds excruciatingly shrill to undead creatures.
3. Ash that can make a surface rock hard if scattered onto it.
4. Gloopy ooze that expands if the bottle is smashed.
5. Chimera grenades that erupt with fire, acid or cold damage.
6. Mirror that can create a new, friendly copy of a beast nearby.
7. Hand of a flesh golem that can be sent to run basic errands.
8. Speckled fungus that, when eaten, can make a creature temporarily grow extra arms.
9. Chronology bomb that can freeze time in a small area.
10. Neon syrup that gives the user magical resistance and makes their attacks magical.

1d10

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Malediction Auras

Through bizarre and forbidden hemocraft, blood hunters can unleash horrible curses upon their foes. Roll on the table below for inspiration and descriptions for how they might manifest on the battlefield.

Your malediction manifests as...

1. a black fog that shimmers and surrounds your target.
2. blood dripping from your targets eyes, nose and mouth.
3. undead hands that grab and scratch at your target's skin and clothing.
4. seven floating, bloodshot eyeballs that gently hover around your target's head.
5. ethereal manacles and chains that wrap and constrict your target's body.
6. thick, crimson veins that appear across your target's skin as their flesh pales.
7. hundreds of different animal eyes that appear across your target's body.
8. light beaming from where your target's shadow should be.
9. a ghostly duplicate of your target that mischievously distracts and pranks them.
10. a translucence to your target's skin; their bones and organs all become visible.
11. a ghastly, red halo around your target's head.
12. runes, glyphs and script appearing and disappearing in the air around your target.
13. pure white ivy that crawls and grows across your target.
14. discordant music made from otherworldly chanting voices.
15. two fairies that lazily fly over your target, adorning them with linen and laurels.
16. a featureless and suffocating iron mask that clamps over your target's head.
17. an unpleasant, chunky centipede that crawls in and out of your targets clothing.
18. a flash of light, briefly revealing your target in a fiendishly corrupt visage.
19. the foul stench of decay that pollutes the air around your target in a pale green mist.
20. eerie laughter from a hundred different sources, filling the room around your target.

1d20

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Hunter Academies

There are stories of hidden schools scattered across the world who teach and train children to become efficient monster hunters, and ruthless fighters. Roll on the tables below to create the academy your character attended.

The faction is called...

1. The School of the Warg.
2. The Serpent's Brood.
3. Wolves of Wunderkind.
4. The Flameborn.
5. The Circle of Five Faces.
6. Draco Ignis Artemis.
7. The Behemoth Butchers.
8. The Torch Bearers.
9. The Spectral Snow.
10. House of Thaddeus.

1d10

Pupil training involves...

1. harnessing forbidden magic.
2. absorbing monstrous DNA.
3. achieving a peak physique.
4. training on another plane.
5. a dangerous pilgrimage.
6. mastering every weapon type.
7. years of academic education.
8. taming a juvenile monster.
9. surviving alone in the wild.
10. building up a toxin immunity.

1d10

To graduate the final trial, pupils must...

1. defeat a fellow blood hunter initiate from a rival school.
2. return with trophies from a year touring the world fighting monsters and earning money.
3. slay an almighty beast with the help of other graduates.
4. make a deal with a bizarre, supernatural entity and join its ever-growing legion.
5. steal an egg from a monster's nest without disturbing it.
6. voyage to the ethereal plane to defeat a ghost – and bring back evidence.
7. be bitten by a sacred werewolf and gain it's dark curse.
8. assassinate their master and take their place as leader of the blood hunter academy.

1d8

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Academy Descriptions

1. The order works out of a wing of a wizarding university. Neither party advertises the association, but the communities maintain a respectful, if uneasy, coexistence. The wing used to house the university laboratory and shares a wall with the city morgue.

2. An obsidian column rises out of a lake of lava, and the structure has been transformed into a tower. Those with access must ascend a spiral staircase to reach the order's training quarters at the top.

3. Foreboding notices warn travellers to keep their distance from a deserted settlement. The signs were installed during a plague, but the blood hunter residents are happy for visitors to remain deterred.

4. A sprawling network of interconnected tents. Communal spaces and rooms belonging to the order's leaders are lavishly furnished, while acolytes share sparse quarters and sleep on the hard ground.

5. A butler and housekeeper are the only individuals who are seen rowing back and forth to this well-appointed townhouse, which is situated on a deserted island near a coastal city. Blood hunters enter the building through a series of underwater tunnels.

6. High walls and sentry posts create an intimidating perimeter around this industrial, brick-built facility. From the outside, the only visible features on the building are high windows with iron bars.

7. The order meets, trains and hides from society in the catacombs beneath a vast city. Flickering candlelight reflects a pallid glow off the bones that cover every wall, pillar and archway of the cathedral-like hall where rituals are performed.

8. Skeletal fir trees shield most of the dark mansion from the sight of the superstitious villagers in the valley below. The crimson shutters that line the windows are opened only when the sun sets.

1d8

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Party Relationships

Just because your character relies on blood rites for their powers doesn't mean that is the best way to create a connection with an ally. Roll on this table to find less macabre means to bond with a member of your party.

Character connections

1. You met _____ on a ship. You know why you were there, but aren't sure why they were.
2. Studying _____ in fights has made you adjust and improve your own techniques.
3. Using your powers, you proved _____ didn't commit a murder.
4. _____ blames you for all the mosquitos in the camp.
5. Deep down, you are touched that _____ is always concerned for your health.
6. _____ reasoned with scared villagers who wished to imprison you for your rituals.
7. You met _____ at a lavish wine tasting. You were both attending undercover.
8. You often make up horror stories to scare _____.
9. You often feel excluded from society and suspect _____ feels the same.
10. You saved _____ from a possessive poltergeist.
11. _____ always cooks your meat extra rare, even though you prefer it well done.
12. You have noticed _____ always looks a bit squeamish when you perform spells.
13. You assisted _____ when a foe they had defeated wouldn't stay dead.
14. In moments you feel totally overwhelmed, _____ can normally make you smile.
15. _____ has a lot of queries about your methods.
16. More than anyone, you trust _____ to restrain you if your powers get out of hand.
17. _____ grumbles about you howling in your sleep.
18. You met _____ when you were both given keys to the same tavern room.
19. _____ was told dark tales about your order as a child.
20. You were hired to investigate noises in a crypt. You found _____ using it as a camp.

1d20

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Friends and Enemies

These tables will populate your character's story with friends, mentors, guardians and useful allies. However, be on the lookout for villainous rivals and scoundrels whose only aim is to tarnish your character's reputation!

Master monster hunters

1. Olu Greyheart – Told they were 'too old' to become a hunter, but recently graduated.
2. Südved Rudolphson – Tells jokes even in dire situations. Wears gilded, navy armour.
3. Ealken of Lester – Born to a pair of vampires, their eyes are bloodshot and haunted.
4. Dizzia Cosmio – Gained fame for killing the Cyclops of Venna.
5. Trivius Gornt – A gruff hunter who wears armour with enough slack to fit their werewolf form.
6. Corvus – Once an unwilling test subject; carries scars, ill manners and a huge sword.
7. Tomasine Léddia – The only mutant to serve in the royal guard. Looks down on others.
8. Xerxes Gull – After killing their mentor, they went into hiding.

1d8

Clandestine colleagues

1. Junnôd Mertens – Fascinated by blood hunters, has a broad range of monster memorabilia.
2. Gilgrum O'Shea – Outlawed professor of Abyssal, Infernal and Draconic languages.
3. Grimace – Ghoul who sells information for fresh meat.
4. E'tlarin Alasiael – Elven smith who crafts fine, silver blades. Charitable and kind-hearted.
5. Twigfen Lotusleaf – Small but highly charismatic surgeon.
6. Serret Rodewell – Muscular breeder of sturdy horses. Also a gossip in the local tavern.
7. Bartoléme – Up-and-coming bard with a taste for monster stories. Portly and balding.
8. Centuri Karan – Eccentric herbalist, recently dabbled in the synthesis of mutagens.

1d8

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CLERICS & WAR PRIESTS

Blessed are those who pursue the life of a cleric; they are devoted solely to a deity and in turn granted the power of holy magic. Read through this chapter with reverence as you create proverbs to chant on the battlefield, adorn yourself with sanctified armour and forge a spiritual weapon to strike down evildoers.

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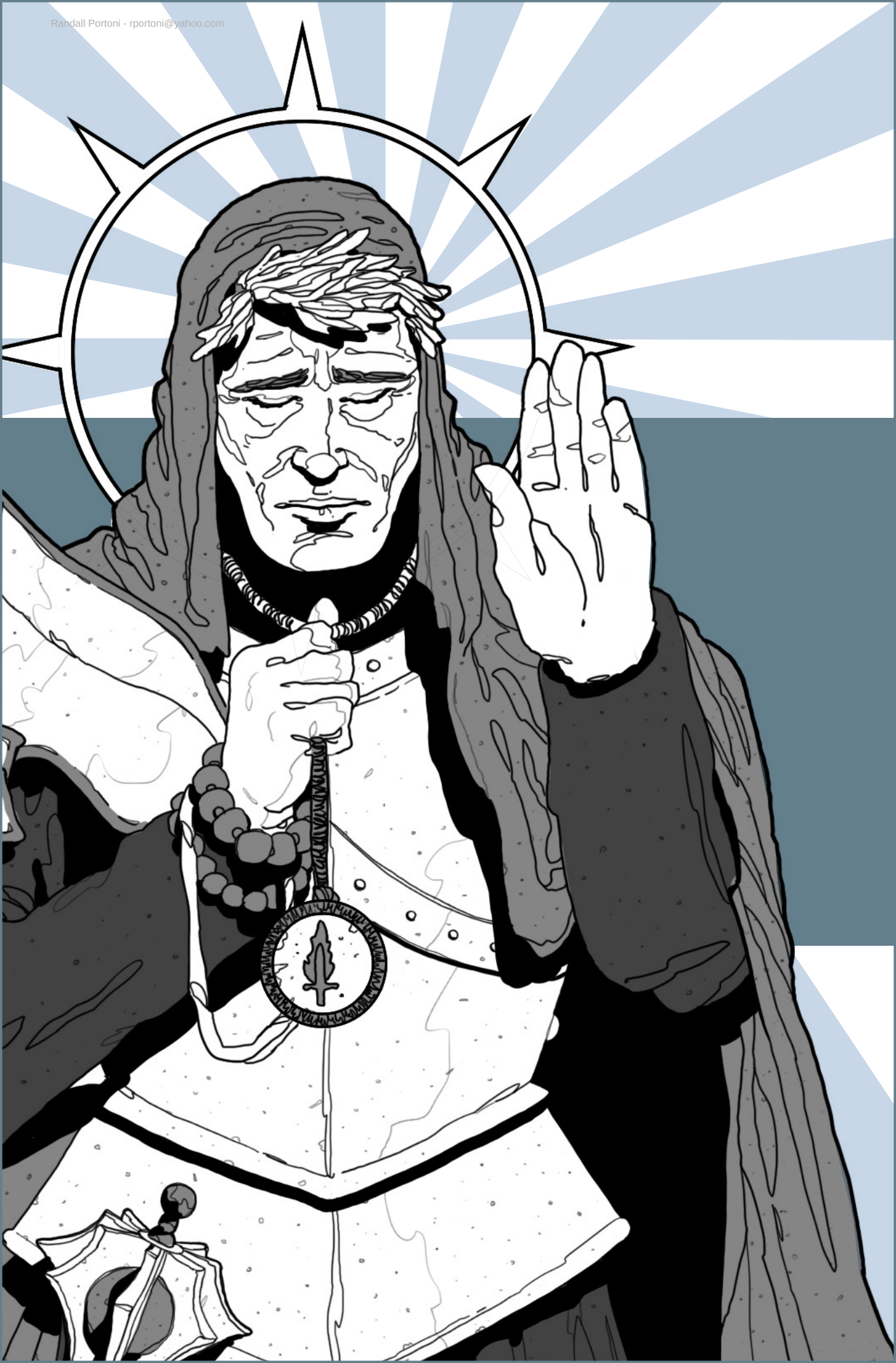

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Backstory Inspiration

Use the tables in this book to create imaginative characters with unique backstories, inspired by the locations and lore within your game's setting. You can use this cleric's description as inspiration for your own, a guide to structuring backstories, or a fully-usable character for your next game!

Damian Glaive

Damian Glaive was eloquent in the ways of warfare, and fought alongside his comrades of the 65th Battalion in a particularly unforgiving and ***brutal war*** with the Southern Nation. He had trained all his life to be a soldier, so he was used to the harsh conditions of the battlefield, but the one thing his training did not equip him for was betrayal. As Damian's squad traversed through a town called Riverflow, a member of his party set off several fireball grenades that destroyed everything and everyone. He managed to take cover in a ***burning cathedral*** of ***Soothyr, the god of Tranquillity***; lost, afraid and badly wounded, he prayed to the deity of the burning shrine, and ***gained their favour***. As the cathedral began to cave in, Soothyr granted Damian a path through the destruction, and he miraculously survived.

Since then, Damian has been a conduit for his deity's tranquillity, and has abandoned the ways of war. He was taken under the wing of a high priest in his hometown by the name of ***Trae Gleaf***, a ***devout*** but humble cleric of Soothyr. Damian traded his army chainmail for a set of shining, pale-blue armour and a ***long piece of exquisite cloth over his head***, a look that perfectly mirrors the ***hero he saw in the stained-glass windows*** of Riverflow's burning cathedral.

When he isn't ***memorising the holy book*** of Soothyr, Damian works alongside Trae to investigate the betrayal he faced all those years ago. They are eager to ***seek out and question those responsible for destroying the sacred temple*** and Damian's comrades – not for justice, not for retribution, but simply for answers and understanding.

The words in ***bold*** are parts of the backstory taken from the random tables within this book.

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Origins and Goals

This table generates past events in your character's life, and determines what motivated them to choose their adventuring path. You can use each entry as it is, or to inspire a brand new story!

Why did you become an adventurer?

1. During the brutal war you were fighting in, you prayed to your deity for the first time outside a burning cathedral and gained their favour. You are now seeking the people responsible for incinerating the sacred temple.
2. While drowning at sea, you were rescued by an angel of the deity you now worship. They told you that you had been chosen as a cleansing touch to the plague ravaging the settlements nearby.
3. You and your guild stole a multitude of holy manuscripts to sell on for coin, but after reading one you found yourself converted. You wish to recover and return the other sacred scripts that were stolen.
4. Both of your parents were priests, so you were brought up with a deep connection to your deity. You would like to be the first one in your family to follow the holy pilgrimage of a famous seer across the land.
5. Once a noble in the queen's court, you were cast out for discovering their undead secret. With nothing left, the temple was the only place that would accept you. Now, you are gathering evidence in order to unseat the monarch.
6. Because you have lived a holy and righteous life, you were entrusted by your temple to carry a heretical artefact to a noble dragon. There, you must convince the reptile to destroy it in their purifying fire.
7. You have worked as your hometown's holy healer for many years now, and are well-loved by its people. After running out of grimroot, you need to make your dangerous annual trip to harvest it again.
8. You are one of the lead scribes of your deity's scriptures; after receiving a strange vision of a forgotten temple in a lush jungle, you have put your holy work on pause so you can seek out this sacred region.

1d8

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Appearance and Items

Distinctive features

1. You move slowly with calm and considered gracefulness.
2. Around each of your brown irises is a ring of golden yellow.
3. A dark, raven-black stripe streaks across your otherwise brightly coloured hair.
4. Prayers, rites, scriptures and proverbs are tattooed on your forearms and neck.
5. You smell strongly of sage and lavender, herbs you often burn.
6. You wear a fine steel mask in the shape of a weeping face.
7. Prayer beads wrap around your right arm and snake all the way up to your shoulder.
8. Holy water sloshes around in the oversized glass bottle you carry on your back.
9. A tapestry hangs over your shoulders and forms a cape.
10. Your head is covered under a long and exquisite silk cloth.

1d10

Ceremonial armour

1. Your set of sackcloth robes show off your humble attitude.
2. Armour based on a hero from a cathedral window, its design resembles stained-glass.
3. Marine-style leather armour with hanging fishing nets, plated scales and a green hue.
4. Rugged hide armour made from your deity's sacred beast.
5. The links in your chain mail each have an engraved law.
6. Breastplate with long strips of parchment hanging from it, creating a skirt of paper.
7. Glistening leather armour, regularly bathed in holy oils.
8. Violet scale armour, reserved for high priests and bishops.
9. Your breastplate has a cage for candles to light your path.
10. Sacred vestments have been layered and tailored to create your thick, padded armour.

1d10

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Sanctified weapons

1. Double-helix-shaped spear of steel and brushed gold.
2. Holy parchment covers this mace and flaps in the wind.
3. Weighty hammer whose iron head is a symbol of your deity.
4. Set of javelins made from luxurious, polished ebony wood with sharp, steel points.
5. Pair of daggers, each is made from the hooked talon of a roc.
6. Shortbow with strings that can be played like an angelic harp.
7. Over-sized pepper grinder that is great for spicing up meals and clubbing enemies.
8. Hexagonal handaxe covered in solar and lunar designs.
9. Holy staff bearing the icon of your deity proudly at its tip.
10. Shark's jaw sickle; a dour, weapon full of serrated teeth.

1d10

Holy trinkets

1. Miniature replica of a temple.
2. Silver cup with three handles.
3. Set of finely crafted cutlery.
4. Flamingo feather writing quill.
5. Queen piece from a chess set.
6. Archbishop memorial coin.
7. Pack of consecrated bread.
8. Jar full of ground pepper.
9. Small, corked vial of leeches.
10. Child's drawing of a saint.

1d10

Sacred artefacts

1. Stone from a divine fruit.
2. Box holding an angel's skull.
3. Infamous executioner's hood.
4. Ashes from a torched shrine.
5. Original page from a holy text.
6. Key to a mythical temple.
7. Red wool from a sacred sheep.
8. Confiscated heretical maps.
9. Ancient divination cards.
10. Clippings of fey grass.

1d10

Member of the congregation

What is your deity's personality like, are they kind and benevolent or full of righteous fury? How would the worshippers in your cleric's temple dress and act? The answers to these two questions will give you a great springboard when thinking about how your character might look or behave.

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Magical Equipment

Hallowed magic weapons

1. Shining gold mace filled with sweet incense that can purge harmful necrotic magic.
2. Ornate, silver club that can transform into a gem encrusted bowl with a prayer.
3. Small crossbow that can fire bolts of pure and holy light.
4. Greatclub engraved with runes that can banish fiends.
5. Hammer that crackles with divine healing energy.
6. Silvered dagger that projects a field that ghosts and spirits cannot enter.
7. Studded staff that causes earthquakes if repeatedly slammed into the ground.
8. Sling made from dark silk that sets its ammunition ablaze.
9. Brass warhammer that creates a deafening blast with each hit.
10. Morningstar that plays hymns to boost morale during battle.

1d10

God-blessed magic items

1. Floating book holster that turns the pages as you read.
2. Oil lamp filled with neon oil that shows the location of any nearby spirits when lit.
3. Quill that writes in golden ink, only visible in bright sunlight.
4. Holy booklet that bolsters the reader's health for 1d4 hours.
5. Goblet lined with pearls that change any liquid within the cup into purified holy water.
6. Cloak of brilliant-white silk that doesn't get dirty, and keeps its user a pleasant temperature.
7. Circlet that floats above the user; lets them read minds.
8. Ruby clasped into a platinum ring that turns jet black when near to fiends or undead.
9. Chain that can burn red hot and easily saw through metal.
10. Enchanted rocks that can act as a shrill proximity alarm.

1d10

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Spiritual Weapons

By the power of your deity, may your enemies be struck down with your mighty spiritual weapon and spirit guardians! But what form do these ethereal defenders take as they soar towards your victims?

Your weapon takes the shape of a...

1. rusty anvil with your personal crest embossed on the side. It screeches as it travels.
2. gravedigger's shovel with a crooked shaft and sharp blade.
3. clenched stone fist, 50 times larger than your own. Confetti explodes out of each hit.
4. cast-iron frying pan with your favourite food cooking inside; green fire climbs up its edges.
5. gleaming brass bell decorated with holy symbols; bolts of red energy crackle across it.
6. mighty tome with stapled steel bindings on the spine. It casts a shadow of a soaring raven.
7. hugely oversized, orange carrot with long, leafy fronds; leaves a trail of dirt and soil.
8. giant ship's wheel covered in seaweed and briny water.

1d8

Your guardians have the appearance of...

1. six beams of sharp, neon light that zip around you in a circle.
2. three translucent angels with large greatswords standing dormant unless provoked.
3. floating jellyfish mines that detonate if touched by anyone you see as a threat.
4. armour-clad ferrets that snarl at and bite foes. They sniff the air looking for danger.
5. sludgy magma that bubbles on the floor around you giving off oppressive heat.
6. fey fairies that twinkle and dance, but turn into dark and ravenous harpies if disturbed.
7. four ghostly duplicates of yourself, each one standing in an offensive attack position.
8. a blustery sandstorm of glass shards billowing around you.

1d8

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Deities and Rites

Cleric's wholeheartedly serve their deity, and for most this means upholding a strict way of life to gain the favour of their god. Roll on the tables below to generate a god that your character can serve, and sacred rites that your cleric will aim to perform every day.

Gods worthy of devotion

1. Malloon – God of Frivolity
2. Thundpri – God of Storms
3. Lunéas – God of Planets
4. Neleoon – God of Wholeness
5. Vruk-Rex – God of Warfare
6. Prudenca – God of Knowledge
7. Morbitabis – God of Slumber
8. Kekeras – God of Fortitude
9. Rencana – God of Schemes
10. Zoutig – God of Nourishment
11. Extermis – God of Oblivion
12. Weardhyll – God of Farming
13. Eraglio – God of Contraptions
14. Severt – God of Swords
15. Blattodea – God of Decay
16. Kyrros – God of Clouds
17. Soothyr – God of Tranquillity
18. Seffron – God of Lawfulness
19. Uxen – God of Nature
20. Cherdorion – God of Music

1d20

Daily rituals

1. You unleash any leftover magical power you have.
2. To hone your discipline, two of your meals are a simple, flavourless piece of bread.
3. You write out a portion of your holy book, with the hope that one day you will memorise it.
4. With holy oil, you bathe your feet to make sure the path ahead is pure and sanctified.
5. With your ceremonial knife, you engrave the symbol of your deity into a nearby surface.
6. You thank your deity for battle wounds you received that day.
7. You sketch a dream or memory from the past day, and then burn it in a fire.
8. Alone, you complete a harsh workout routine to keep your body an effective vessel.

1d8

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Quotable Proverbs

Your holy character's head will likely be full of memorable scriptures that they call upon in certain situations. Do they use them as a battle cry? Maybe they chant something when channelling their divine power? Roll on the four tables below to create a citation that your cleric relies upon.

Verse one

1. Let the torch I hold
2. Would the air I exhale
3. My holy weapons will
4. By your hand, I will
5. My hands, be steady and
6. Your holy presence will
7. Like your saints, I will
8. Despite my wounds, I can
9. Only you have the power to
10. Allow your champion to

1d10

Verse two

1. be blessed and true,
2. dispel the touch of decay,
3. bring life to the lifeless,
4. heal the hurt and wounded,
5. be a light to all beings,
6. be a beacon for goodness,
7. never truly expire,
8. sanctify the ground I walk,
9. pacify the broken,
10. resurrect the forgotten,

1d10

Verse three

1. through your power we will
2. allow your children to
3. and with my actions I will
4. grant us the power to
5. let my heart and soul
6. with your favour, I can
7. as your champion, I will
8. protect and surround me,
9. cleanse me and allow me to
10. smite the wretched, and

1d10

Verse four

1. bring peace, joy and love.
2. deliver alms and comfort.
3. rid the world of foul evil.
4. scorn the wicked heretics.
5. free others from strife.
6. heal grievous wounds.
7. be a fortress to others.
8. be safe in life and in death.
9. make the unclean pure.
10. purge the evildoers.

1d10

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Party Relationships

Much like the pantheon of gods resting in the heavens, an adventurer cannot exist alone. Roll on the table below to form compelling bonds with each of your fellow travellers, replacing the blank space with their name.

Character connections

1. The scriptures talk about a mighty hero with _____'s exact description.
2. You pray every night for _____ to see the truth and accept your deity.
3. You reluctantly try to guide _____, but only because your high priest asked you to.
4. _____ has never been comfortable with you talking about or worshipping your god.
5. To your horror, _____ accidentally sold one of your sacred artefacts at the market.
6. Despite not following your deity's laws, _____ has proven to be a valuable ally.
7. You found _____ dying on the road, and healed them.
8. _____ was once cast out of your religious organisation.
9. Your temple thought highly of _____, and you can totally see why.
10. You used to work as _____'s counsellor.
11. _____ knows a secret about you from a drunken night out on the town.
12. You and _____ both tell a different story about the undead tomb you cleared.
13. _____ constantly gets the name of your deity wrong.
14. _____ loves getting into moral and philosophical debates with you.
15. You recently beat _____ in a fight; your relationship hasn't been the same since.
16. _____ often asks you to pray for them.
17. As a special favour, you blessed one of _____'s family members.
18. You possess a private letter written to _____, but you haven't delivered it yet.
19. The loud slurping sounds that _____ makes when they eat disgust you.
20. _____ gave you a locket that you wear on a necklace.

1d20

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Friends and Enemies

Each cleric has their own unique network of ordained individuals from the months spent within their temple and their time in the world preaching. The tables below can fill their lives with friends, saints and apostates.

Priests and clergy

1. Twill McCluur – Bulky cleric born into a prestigious temple family, can be bossy and rude.
2. Ekko Johnskin – Hums hymns all day and wears armour that is a little bit too big for them.
3. Aspho Dolce – Holy warrior who is secretly a vampire.
4. Madam Fink – Peaceful noble who gave up their riches to follow their deity's calling.
5. Kukkl'uk – Bandit who was welcomed into the temple because of a holy prophecy.
6. Trae Gleaf – Devout priest who covers their face with a veil.
7. Aki Akeno – Dashing and popular warrior; candles burn and drip across their armour.
8. Normaan Gelt – Often uses their knowledge to manipulate. Many scarves cover their body.

1d8

Chaste contacts

1. Grand Smith Villis – Devout blacksmith who blesses every weapon they make.
2. Devos – Kind, angelic being who guides its deity's chosen.
3. Xen Lenoy – Volunteers as a nurse for a local charity; lends first aid to whoever asks for it.
4. Michelangelo D'Viti – Nomadic prophet who gives insight and prayer to all who seek it.
5. Novak Yuri – Holy officer who provides martial training.
6. Lecks Blair – Affable astrologer who can divine meaning and signs from the cosmos.
7. Dela Ushani – Excitable merchant who buys and sells incense, oils and holy relics.
8. Aest Diamon – An old priest who has memorised all of the scriptures; can be snobbish.

1d8

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DRUIDS & GEOMANCERS

Whether they defend the frigid tundra, arid deserts or lush rainforests, druids are all united by their love and fierce protectiveness of nature. Use the tables in this chapter to answer the call of the wild and plant deep roots in your character's backstory with wild shape quirks, animal helpers, sacred sites and so much more!

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Backstory Inspiration

Use the tables in this book to create imaginative characters with unique backstories, inspired by the locations and lore within your game's setting. You can use this druid's description as inspiration for your own, a guide to structuring backstories, or a fully-usable character for your next game!

Wyn Waterchild

Wyn Waterchild can often be found ***staring into a lake, seeking answers*** to her current dilemma. Wyn was recently told that her ***dear mother and druidic elder***, Margitte, is actually a ***magical sea hag in disguise***. Margitte has been slowly siphoning power from her druidic clan and using it to fuel her own, harming the other elders and environment in the process.

The source of this wisdom was ***The Sycamore Sage*** – an ancient druid who spent so long meditating under a tree that he was eventually ***absorbed into its trunk***. Unfortunately, after giving Wyn his warning, the Sage immediately fell back to sleep and did not share any advice on how to stop Margitte. Wyn's attempts to rouse him by pelting his tree with the ***pine cones she keeps in a box*** in her bag have all been unsuccessful.

Her developing magic is heavily influenced by her now anxious and prickly mood. Whenever she transforms into her wild shape, she has a ***long, barbed tail and spikes protruding*** across her body – some of which have failed to contract from Wyn's shoulders, even in her human form, so she hides them with a heavily furred ***shoulder wrap***.

Wyn tried to steal her mother's staff from the circle's sacred site, an ***overgrown garden frozen in a perpetual state of autumn***; her plan was to destroy the weapon in the hope that this might break the hag's power. As soon as Wyn touched the ***pine staff***, the ***golden claws at each end*** tightened and the ***amber stones*** within them started to glow. Wyn didn't understand what this meant, but she grabbed the staff and ran, knowing she had to find a group to help her remove this malevolent leader from her fallen druidic circle.

The words in ***bold*** are parts of the backstory taken from the random tables within this book.

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Origins and Goals

This table generates past events in your character's life, and determines what motivated them to choose their adventuring path. You can use each entry as it is, or to inspire a brand new story!

Why did you become an adventurer?

1. You travelled the world on a galleon run by oceanic druids, until an ivory-white vessel attacked and sunk your ship. As the only survivor, you are looking to find who did this to you and your friends, and why.
2. Born into a druidic cult, you were raised as a sacrifice to stop a prophecy of a terrible fire. Before they could sacrifice you to the land, you fled with the skills they taught you, but you know that one day soon they will come looking for you.
3. Raised by a family of dryads in the woods, you recently went to town for the first time. This ignited a wanderlust in you, making you hungry to see the world and travel to all of its different towns and cities.
4. In death, your uncle passed his magic staff to you, setting you on the path to become a druid. He also left you a map that leads to a secluded cave; you have no idea what waits for you there, or what secrets he hid.
5. The leader of your druidic circle blessed you, and gave you the title 'Voice of Nature'. With this title, you want to reunite the different druidic circles from across the land who have warred for centuries.
6. After losing a game against an eladrin, they employed you as a fey gardener. It was a tough and thankless task. Eventually, they sent you back to reality to tend to the forests and jungles that are in need of some care.
7. You recently discovered that your dear mother, and druidic elder, was in fact a magical and evil hag in disguise. You ran from your home, knowing that somehow you must try to remove this malevolent leader from your fallen druidic circle.
8. You are the heir to a famed line of supernatural zookeepers. When your animals became infected with an undead taint, you and your family split up to look for answers and, more importantly, a cure.

1d8

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Appearance and Items

Distinctive features

1. Patches of lichen cover your hands and have started to spread up your arms.
2. Frost permanently coats your eyelashes and eyebrows.
3. Pouches on your belt hold seeds, nuts and dried meat.
4. Your face and body are painted using bright, natural pigments.
5. Roots and small twigs grow alongside your hair, they need to be pruned now and then.
6. Your skin has subtle striped markings, like the fur of a camouflaged animal.
7. Your eyes change to orange when it's sunny, blue when it's raining and grey when it snows.
8. Bees and wasps gather in your hair, and buzz around you.
9. Your knee-length, braided hair is tied into a knot with twine.
10. Live barnacles grow in place of your fingernails.

1d10

All-natural armour

1. Long cape made of layered, autumnal leaves.
2. Black leather armour, the back is decorated with the sharp wing bones of an eagle.
3. Long yellow tunic covered in flexible drake scales. It has two pointed shoulder pads.
4. Dull-brown clothing covered in mossy foliage and red fungi.
5. Patchwork cloak with a thick lambswool collar and lining.
6. Light-coloured clothing with bark knee and elbow pads.
7. You wear a shoulder wrap and have adolescent deer antlers affixed to your headband.
8. Long-sleeved gown with bird feathers stitched into the hems.
9. Huge, spotted animal pelt worn as a poncho and belted with a flexible jungle vine.
10. Long, white robes stained by mud, grass and blood.

1d10

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Wild weapons

1. Snakeskin dagger. Its hilt resembles a rattlesnake's tail.
2. Golden sickle with an outer edge shaped like sun rays.
3. Heavy hammer with a draconic fossil for a head.
4. Polished spear carved from a pale, white mammoth tusk.
5. Scythe with a long, crooked handle. Brittle pieces of bark flake off when it is swung.
6. Pine staff; gold claws hold an amber stone at each end.
7. Club hewn from log. The bark is carved with animal patterns.
8. Mace with brass spikes and a honeycomb-patterned inlay on the copper handle.
9. Knife with a tarnished blade. A bird's skull tops the hilt.
10. Red, leather sling used to propel chunks of coal.

1d10

Organic trinkets

1. Splinter of a deer's bone.
2. Six orange-scented candles.
3. Length of shed snake skin.
4. Pouch of red toadstools.
5. Sapling in a white ceramic pot.
6. Corked beaker of lemon juice.
7. Terrarium full of soil and ferns.
8. Map of the moon's cycles.
9. Miniature clay cauldron.
10. Box packed with pine cones.

1d10

Druidic focuses

1. Bright, red jasper crystal.
2. Sprigs of sage tied with rope.
3. Sparrow skull and wing totem.
4. Pyramid of blue quartz crystal.
5. Wand made from silver birch.
6. Sharp twig from a holly bush.
7. Sturdy, bulrush-stem wand.
8. Prism of sharp, green glass.
9. Cedar rod with a fishing hook.
10. Rod of dried pink coral.

1d10

Forager fashion

There is a whole world of flora and fauna to use as inspiration for your druid's look. As well as being organic, natural details can provide useful camouflage in the right place. With a hat made from leaves, a staff in the shape of a branch and armour made from bark, your character is just another tree in the woods!

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Magical Equipment

Mossy magic weapons

1. Small purse filled with darts tipped with natural toxins.
2. Flat club with sharp, serrated, obsidian blades. It is able to saw through wood with ease.
3. Seaweed sling that fires orbs of cold water to drench foes.
4. Silver sickle that's damage is amplified by moonlight.
5. Mace with a head hewn from volcanic rock. Can cover foes with hot, bubbling magma.
6. Spear with a straight, flint tip. When spun, the tip always stops pointing north.
7. Living cherry-wood staff that flowers and fruits annually.
8. Frost-covered javelin that can trap foes in thick ice.
9. Double-bladed scimitar that can conceal you in dense, purple fog once a day.
10. Flaming dart that can be recalled with a whistle.

1d10

Untamed magic items

1. Wide, bamboo fan that directs gusts of wind at enemies.
2. Bone idol with ebony eyes. It can repel undead creatures.
3. Wreath made from hawthorn wood. It burns red-hot and can be used to start camp fires.
4. Apple-wood box that creates up to three apples per day.
5. Foliage ring that can make its owner as weightless as a leaf once a day.
6. Journal that sprouts prickly brambles if anyone other than its owner tries to pick it up.
7. Roaring bear idol that extends duration of wild shape powers.
8. Barnacled lamp; emits a glow in the direction of fresh water.
9. Basket made from webs. It collects dew that can replace spell components in magic.
10. Glistening, crimson crystal that has curative powers.

1d10

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Safeguarded Sites

1. This deep loch is permanently haunted by a dense, eerie mist. Casual travellers rarely linger in this area for long. Sensitive souls can feel that the separation from the spirit world is fragile here.

2. Centuries ago, a volcano on the verge of eruption was magically frozen in time. It has been contained in a perpetual state of imminent destruction ever since. Generations of druids have watched over the enchantment to ensure it is not disturbed.

3. Fierce sea winds buffet a stretch of deserted beach. Sand dunes have formed a natural barrier just beyond the high tide point, protecting a circle of ancient standing stones.

4. An avenue of maple trees can be found in the overgrown garden of an abandoned mansion. These trees were planted by a wizard mourning a great loss and exist in a perpetual state of autumn.

5. This rocky basin is surrounded by huge mountain ranges on all sides. Thunderstorms are prevalent in this spot and it is extremely rare for a night to pass without an awe-inspiring display of lightning and green aurora illuminating the dark sky.

6. At first glance, nothing seems unusual about this field. However, closer investigation reveals thousands of toadstools grow within the tufty grass. No two are alike and each has its own unique qualities.

7. This small, crystalline island nestles in the centre of a dark swamp. The tree cover grows thicker and the animal calls grow louder as you approach the island through channels of opaque, stagnant water.

8. Tall, hexagonal stepping stones skirt the base of a rugged cliff edge, climbing up and back on themselves towards a small cave halfway up the cliff. Constant sea spray makes the path slippery, but also replenishes a mystical rock pool within the cave.

1d8

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Wild Shape Quirks

Every creature you transform into...

1. has proud antlers growing from either side of its head.
2. has fur, scales, feathers or skin the same colour as your character's eyes.
3. has a full set of canine teeth within its mouth or beak.
4. has a bleached-white appearance and haunting red eyes that emit a glow.
5. is covered in a set of skeletal armour made from bones of that creature's kin.
6. slowly becomes thinner and thinner until the spell runs out and you have to change back.
7. has a haircut that is very similar to your own.
8. is followed by a small swarm of harmless fireflies, who glow a colour of your choice.
9. has teeth or a beak that are a sickly green. Acidic drool drips out of your mouth.
10. has webbed toes and slick skin. It can traverse water slightly better, but solid ground slightly worse.
11. is slightly more aggressive and feral than you are in your humanoid form.
12. smells like an old, wet dog and has a shaggy look.
13. has a black-and-white pattern, similar to leopard print, across its body.
14. looks regal and royal. Golden flecks can be seen in its fur, feathers or scales.
15. is perfumed with the calming scent of pine, cinnamon, rose and lavender.
16. is always hungry. As soon as you transform, you're on the lookout for food.
17. has a symbol made from light floating above its head.
18. has a long, barbed tail and spikes protruding from its body at random intervals.
19. looks incredibly cute, with large eyes and thick, fluffy fur or feathers.
20. has a tail full of peacock feathers that match the colour of its skin or fur.

1d20

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Nature's Spellcraft

What is your character doing when they perform their druidic spells? Roll on these tables to add role-playing details to your character's casting, whether they are healing an ally, asking for guidance, or in the chaos of battle.

Animal messengers

1. Send a crab scuttling away.
2. Whisper in the ear of a hare.
3. Commission buzzing bees.
4. Use the screeches of a bat.
5. Teach a swarm of starlings.
6. Transmit across mole tunnels.
7. Call to a howling wolf pack.
8. Entrust a slithering snake.
9. Ask for a bouncing frog's aid.
10. Brief a brigade of barn owls.

1d10

Healing wounds

1. Freeze the afflicted area.
2. Apply a poultice of herbs.
3. Share a sip of a magic elixir.
4. Bind wounds with leaves.
5. Pass a crystal over the injury.
6. Treat with natural extracts.
7. Stitch wounds with thick web.
8. Wash cuts with geyser water.
9. Pour out a plant-sap balm.
10. Rub wounds with roc saliva.

1d10

Seeking answers

1. Look for signs in flickering fire.
2. Study the pattern of clouds.
3. Gaze at the constellations.
4. Interpret damp tea leaves.
5. Stare at your lake reflection.
6. Dream and look for a signal.
7. Watch the birds around you.
8. Throw ash and examine it.
9. Talk to the nearest plant.
10. Shout and listen to your echo.

1d10

Causing harm

1. Send a swarm of biting insects.
2. Use constricting plant roots.
3. Cover with stinging nettles.
4. Engulf in noxious smoke.
5. Prick with wooden splinters.
6. Blast sharp sand in their face.
7. Trap in a layer of freezing ice.
8. Pummel with a wave of water.
9. Summon bolts of lightning.
10. Heat the air into an inferno.

1d10

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Party Relationships

A druid is at one with nature, but how have you come to be in union with your adventuring party? Roll on this table and discover how the seeds of friendship may have been sown between yourself and your fellow travellers.

Character connections

1. You met _____ when villagers paid them to remove you from the local woods.
2. _____ dislikes insects, so you try to ward these creatures away from them.
3. You helped _____ recover after they ate poisonous mushrooms.
4. You are teaching _____ herbal remedies. In return, they help you find ingredients.
5. _____ once helped you drive undead from your home.
6. You first met _____ when they saved a deer that you had failed to protect.
7. _____ constantly pesters you to transform into their favourite animal.
8. You like that _____ always smells slightly of pine.
9. When a gang of thugs attacked you, brave _____ came to your defence.
10. Your animal friend vanished the day you met _____.
11. _____'s cooking is the best you have ever tasted.
12. You met _____ on the night of a celestial event. You consider this a good omen.
13. _____ once took fruit from your most sacred tree.
14. _____ has proved worthy of one of your hand-carved, wooden weapons.
15. You have noticed and respect _____'s gentle way with animals.
16. _____ once interrupted you during a ritual, causing frost in the middle of summer.
17. An animal friend of yours admires _____, and it makes you envious.
18. One element dominates _____'s spirit. You hope you can help balance this.
19. You see a curious aura in the air around _____.
20. You trust _____ enough to tell them the location of a rare and valuable plant.

1d20

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Friends and Enemies

There is no limit to who your nomadic druid character may have previously encountered. These tables contain some interesting individuals who might share your druid's world – for better or worse.

Fellow druids

1. Ulsa Broadeel – Wears thick glasses. Can often be found at the docks muttering to fish.
2. Eurydice Hayes – Affable guardian of a thriving glade.
3. Mai Larksung – Has greying hair, but youthful skin. An expert with healing herbs.
4. The Sycamore Sage – This wise being has been partially absorbed into a tree.
5. Eden Trancher – Teenager with a strong bond to boars.
6. Kilkrie Hevish – Knows the hiding places of creatures that only exist in myths and stories.
7. Or'ol Pyrus – Dangerously obsessed with an obscure fire deity. Always covered in soot.
8. Laywen Smokehold - Fiercely protective of their land and the resources it holds.

1d8

Environmental acquaintances

1. Dewshimmer – Playful water nymph who loves juicy gossip.
2. Keren Farsfeld – Muscular lumberjack, mindful of planting trees as they harvest them.
3. Vitorix Brackenspire – Cynical fey guard with no respect for the mortal realm and its laws.
4. Jhinan Darwysh – Healer who gathers herbal specimens from the most extreme locations.
5. Sylance Peppins – Farmer who runs a veterinary hospital.
6. W.B. Ralleigh – Owner of an adored travelling menagerie of magical creatures.
7. Teotros Valla – Larger than average centaur. Distrusts most two-legged creatures.
8. Alda DeHavers – Wears their long, dark hair tied back. Owns several profitable gold mines.

1d8

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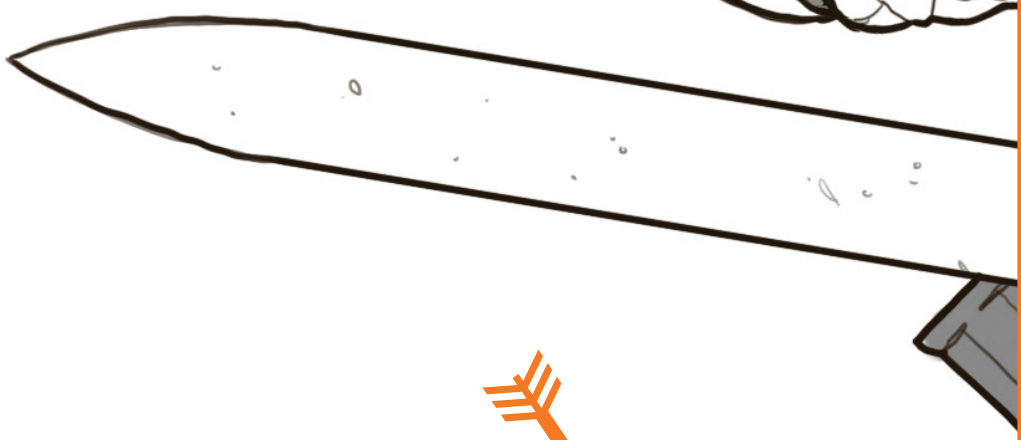
FIGHTERS & SOLDIERS

Pick up your weapon, warrior, for the battle is only just beginning. The tables in this chapter provide your character with unique appearance traits to help them stand out against their comrades, stories of great victories to tell around the campfire, military organisations to align themselves with and much more!



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Backstory Inspiration

Use the tables in this book to create imaginative characters with unique backstories, inspired by the locations and lore within your game's setting. You can use this fighter's description as inspiration for your own, a guide to structuring backstories, or a fully-usable character for your next game!

Grendar Throkka

The savannahs around Littlebrook were home to marauders and bandits, so despite growing up in a happy and safe neighbourhood within the small mining community, Grendar found himself in dangerous company ***during his teens*** and eventually ***joined a bandit gang***. His new friends were led by a woman named ***Zhang Ma*** – a ***quick thinker*** who was ***excellent with a bow*** and never too far from her ferocious ***dog***, Spike.

After a few years running with Zhang's Gang, Grendar was involved in an arms deal that went wrong. He and his best friend at the time, Davidson, were ***thrown in jail*** for five years. Behind bars, they both ***reconsidered their choice*** to join the gang and promised each other that, when free, they would join the town guard and try to make their hometown safe.

Three years into their sentence, Grendar was given a unique opportunity by the prison officers: if he was to testify against Zhang's Gang, he would be let free early. He told them everything they wanted to know, but by doing so he ***incriminated Davidson***, whose sentence was then extended.

Grendar did eventually become a member of Littlebrook's town guard, and was very successful. His armour is decorated with ***rows and rows of medals***, and his house is full of ***thank-you books and notes*** from grateful villagers. However, he lives with the guilt of extending Davidson's prison sentence, and is trying to ***seek him out to make amends***. His old friend's whereabouts are unknown, but Grendar has heard rumours that a man by that name recently joined the nation's top army regiment called ***The Cavalier Elite***. It isn't much to go on, but Grendar is determined to find and ask for forgiveness from Davidson after all these years.

The words in ***bold*** are parts of the backstory taken from the random tables within this book.

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Origins and Goals

This table generates past events in your character's life, and determines what motivated them to choose their adventuring path. You can use each entry as it is, or to inspire a brand new story!

Why did you become an adventurer?

1. Your desire for coin led you to the lucrative life of a bounty hunter. It has been a long road, so now you are looking for a place to settle and open a bakery... but new and exciting contracts make it hard for you to leave your old ways behind.
2. You were a bandit during your teens. Time in jail made you reconsider your choices, such as the time you abandoned your old ally in their hour of need. Now you are seeking them out to make amends.
3. During a war, you and your sibling were chosen to join the army as part of a mandatory recruitment drive. Your sibling died in battle, but you feel compelled to investigate new rumours of their survival.
4. As part of a travelling troupe of street entertainers, you performed outrageous and ostentatious fights for coin. After a pay dispute, you left to prove to them that you could make it as a 'real' adventurer.
5. You unearthed part of a broken sword when farming, and it inspired you to study warfare. Now, with the hilt in your bag, you won't rest until you find and reforge the rest of the sword's shattered blade.
6. Your parents are talented blacksmiths, and you used to help test their weapons before each sale. Their customers told you stories of a legendary pair of daggers, hidden far away. So, when you were old enough, you set off to find them.
7. All you remember after your head wound is a lighthouse and a scruffy dog. More of your life comes back to you in flashes, but you are following the clues you have to learn more about who you were.
8. You served as a knight's squire. When they retired, they gifted you their sword. To follow in their footsteps, you are now travelling to a world-famous gladiator tournament that they once won, and aim to win too.

1d8

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Appearance and Items

Distinctive features

1. Your pencils and journals peak out of your bloated satchel.
2. You're always surrounded by thick smoke from your pipe.
3. A bubbling energy permeates your body language, and you speak in quick bursts.
4. A curved, steel plate is riveted to your head – a last resort after a brutal injury.
5. The parrot on your shoulder often interrupts you.
6. You slurp frequently when you drink from your silver hip flask.
7. Crystals hang around your neck, supposedly protecting you from magical attacks.
8. On top of your armour, you wear a long poncho made of red wool and twine.
9. A slogan meaningful to you is tattooed up your left arm.
10. Rows and rows of medals are hanging across your chest.

1d10

Robust armour

1. You still wear an old and ripped tabard that belonged to your previous adventuring group.
2. Layers of anchor chains make up your hefty ring mail armour.
3. Boar-hide shirt with years of blood and dirt caked into it.
4. Scale mail made from disused dagger and sword blades.
5. White yeti hide has been crafted into bulky, protective and fur-trimmed armour.
6. Your muddy slacks contrast with your shining breastplate.
7. Pauldrons made from tortoise shells and crocodile leather complete your ferocious outfit.
8. Violet tassels run across your tidy, navy military uniform.
9. Chain mail with red stripes, common amongst bandits.
10. Tan-coloured, leather scale mail made to look like sturdy pangolin scales.

1d10

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Battle-ready weapons

1. Heavy crossbow on a tripod to aid balance when firing.
2. Silver and gold scimitars, their blades fit neatly together.
3. Steel-chain net with weights to pin targets to the floor.
4. Enormous, stone greataxe that once belonged to a statue.
5. Flail with four heads; each one is made from chunks of sharp, black, volcanic rock.
6. Telescopic spear with a hooked point and a rainbow ribbon.
7. Ornate and twisting longbow with barbed, copper bayonets.
8. Pickaxe that once worked the mines, now used as a weapon.
9. Cracking whip made from the majestic tail of a griffon.
10. Longsword branded with sigils and crests of the monarch's royal guard.

1d10

Nostalgic trinkets

1. Business card of a charlatan.
2. Withered rose in a velvet box.
3. Torn piece of a castle map.
4. Charred and ripped journal.
5. Book of military manoeuvres.
6. Neatly folded national flag.
7. Wooden board game pieces.
8. Bag of premium chicken feed.
9. Mother's engagement ring.
10. Pocket set of watercolours.

1d10

Accolades and awards

1. Raven-shaped silver medal.
2. Propaganda poster of you.
3. A lord's commendation letter.
4. Key to an unclaimed coffer.
5. Laurel wreath for your head.
6. Set of ornately crafted cutlery.
7. Letter from a merchant's guild.
8. Book full of thank-you notes.
9. Toy based on your likeness.
10. Bag of high-caliber salt.

1d10

Tailor-made tanks

Fighters can be a blank canvas when it comes to their looks and personality, and have less established archetypes when compared to their druidic or bardic friends. Use this to your advantage and lean into a certain part of their psyche – let it inform their speech, clothing, weapons and armour!

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Magical Equipment

Elite magic weapons

1. Quarterstaff that can conjure a wooden, wheeled steed and become its handlebars.
2. Royal flail; gains an extra head briefly after slaying an enemy.
3. Lance with an attached war banner. Any allies who see it gain a boost to their hit points.
4. Trident that can store water and blast it out in a strong jet.
5. Glass dagger that, when thrown, always hits its target.
6. Ivory club with a fiendish face; its enchantment makes the user look more intimidating.
7. Rusted sword that causes lasting pain for 1d4 days after wounding a target.
8. Fiend's tail whip that grows and shrinks in length at will.
9. Coiled net that prevents those trapped inside from casting.
10. Imaginary longsword that deals hefty psychic damage.

1d10

Military grade magic items

1. Copper mouse that relays audio back to its owner when it is sent to scurry around.
2. Piece of jerky that restores itself at dawn every day.
3. Amethyst whetstone that gives blades it sharpens a shimmering, radiant aura.
4. Miniature galley that always sails west when set on water.
5. Bag of red sand; when thrown, it creates a blustering tornado.
6. Obsidian dumbbells that increase the user's strength for 1d6 hours after a workout.
7. Breastplate with an engraved bull; allows the wearer to charge powerfully into battle.
8. Black parchment that maps its user's journey in white ink.
9. Ethereal orb; when burst, all living things within 200ft glow.
10. Aviator hat that warns the wearer of incoming attacks.

1d10

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Combat Tactics

The rest of your party are looking to tap into your combat experience! Roll on this table before each battle for skirmish tactics, or roll on the table just once to choose a manoeuvre that your fighter particularly enjoys using.

Signature combat manoeuvres

1. Lay traps on the battlefield, then lure your enemies in.
2. Engage the largest creature and hold them at bay.
3. Acrobatically dance around the battlefield, distributing damage to each enemy.
4. Quickly run into the fray, giving your targets no time to make a plan or react.
5. Find a quiet place to hide, then surprise your enemies when they least expect it.
6. Fortify yourself and wait for your enemies to come to you.
7. Use the environment to your advantage and tactically destroy the battlefield.
8. Find high ground and snipe your enemies one by one.
9. Command your party to move into a diamond, arrow or column formation.
10. Fire ranged attacks, until your targets are close enough to engage in melee.
11. Scream battle cries to intimidate your enemies before and during the battle.
12. Deliver finishing blows to any weakened targets to take them out of the fight.
13. Flank and overwhelm enemies who are engaged with your teammates.
14. Grapple tough enemies, making them easier for the rest of your party to attack.
15. Focus your attention on any ranged attackers first.
16. Quietly remove as many targets as possible before the fighting begins.
17. Incapacitate any spellcasters on the battlefield as a priority.
18. Go to the centre of the fight and act as an enemy magnet.
19. Find tactical cover for you and your party, moving slowly forward with extra protection.
20. Fight along the edges of the battlefield, covering your rear.

1d20

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Military Regiments

Commanding officers may put together a battalion of individuals with specific skills to complete certain tasks. Roll on the tables below to create an elite squad that your character could have been a part of.

Battalion nicknames

1. The Red Seven
2. Blecland's Chosen
3. The Secret Cadre
4. Revival Spear
5. The Corpse Corps
6. The Stalwart Regiment
7. The Basilisk Brigade
8. Critical Contingent
9. The Ghost Detachment
10. The Cavalier Elite

1d10

Corps emblem

1. Outstretched, golden pelican
2. Seven diamonds in a circle
3. Cockatrice with many heads
4. Eye with a sword for a pupil
5. Crying face with one tear
6. Dragon head on a pike
7. Sun surrounded by petals
8. Skull covered in flames
9. The footprint of an owlbear
10. Three poisoned arrows

1d10

Definitive purpose

1. Find and apprehend a gang of maverick spellcasters who are unstable and dangerous.
2. Uproot a prestigious thieves' guild and bring them to justice.
3. Deliver a royal missive to allied nations about a potential war.
4. Creep in behind enemy lines and remove their leader to end an ongoing conflict.
5. Be the first on the battlefield as elite soldiers and carve a path through weak infantry.
6. Operate heavy siege weapons during an attack on a garrison.
7. Attack merchants on enemy supply lines to distract from troop deployment elsewhere.
8. Defend a noble during an assassination attempt.

1d8

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Famous Victories

You fought against...

1. escaped prisoners,
2. a malicious dragon,
3. thirteen angry giants,
4. a pack of werewolves,
5. an enormous rival army,
6. powerful wizards,
7. your ruler's younger sibling,
8. a group of expert ninja,
9. a horde of horrific undead,
10. enchanted trees,
11. a squad of mercenaries,
12. your evil grandfather,

1d12

because they were...

1. kidnapping local children.
2. plotting against your ruler.
3. destroying the annual crop.
4. pillaging a holy temple.
5. killing herds of sheep.
6. corrupted by unruly greed.
7. looting vulnerable villages.
8. collapsing valuable mines.
9. killing innocent merchants.
10. occupying sacred land.
11. using forbidden weapons.
12. summoning the dead.

1d12

You defeated them by...

1. outsmarting their overlord.
2. using a prototype weapon.
3. begging a dragon for help.
4. laying siege to their camp.
5. luring them into the open.
6. charging at them head-on.
7. striking at midnight.
8. sabotaging their supplies.
9. negotiating a difficult truce.
10. initiating a surprise attack.
11. going undercover.
12. joining an elite team.

1d12

To celebrate...

1. you led a parade.
2. a minute silence was held.
3. you were given new armour.
4. candles were lit nationwide.
5. your portrait was painted.
6. babies received your name.
7. songs were sung about you.
8. you were awarded a medal.
9. you received a new horse.
10. a royal banquet was held.
11. fireworks were set off.
12. a statue of you was built.

1d12

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Party Relationships

At the end of a long day of combat and vigilance, your fighter deserves to have a break and relax with their pals. Roll on this table to create bonds that connect them to in unique ways to the rest of their travelling party.

Character connections

1. _____ helped forge your weapon, and knows its every intricacy better than you.
2. You slew _____'s best friend in a gruelling war.
3. You challenged _____ to a duel which got interrupted and is still unresolved.
4. _____ is responsible for your deep and painful scar.
5. You met _____ when you rescued them from a pack of hungry wolves in a forest.
6. _____'s abilities intrigue you, and you often quiz them.
7. You're determined to teach _____ the ways of war, but they won't listen.
8. Until they complete their goal, you swore to keep _____ safe and out of harm's way.
9. You owe a lot to _____'s family who gave you a home when you needed it the most.
10. You served as _____'s bodyguard for a long time before becoming friends.
11. Thanks to _____ you're banned from ever going back to your hometown.
12. You have a tattoo of _____ on your body, and they have one of you.
13. You lost a toe after trusting one of _____'s ideas.
14. You named your weapon after _____.
15. You and _____ went to school together, but took very different paths in life.
16. _____ seems to know a lot about your mortal enemy.
17. You've got a dozen war stories about _____'s relative, your superior.
18. _____ has been wrongly accused and you will defend their honour.
19. _____ is the only person you trust with your bag and equipment.
20. You bullied _____ as a child and are looking for a way to make it up to them.

1d20

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Friends and Enemies

Use these tables to add detailed relationships to your fighter's backstory. Perhaps these characters mentored you, or betrayed you during a great battle. Maybe they're your childhood friend or rival. It's totally up to you!

Soldiers and guards

1. Vesrun Quen – An unforgiving taskmaster wearing golden plate armour with lion motifs.
2. Michell Runeaux – Young in years, but carries extraordinary combat knowledge and guts.
3. Bast M'fiti – Glamorous and adored by their peers, has become very narcissistic.
4. Wren Suul – A master of the mace, secretly uses magic.
5. Dallion Quay – After a life of combat, three of their limbs are now gnomish prosthetics.
6. Corp. Lotellia Vexaille – Very hot tempered, like the bear whose fur they wear.
7. Zhang Ma – Quick thinker, and a fine archer. They love dogs.
8. Hank Deski – Very elderly, but still an able gladiator. Due to retire next summer.

1d8

Combative contacts

1. Gullet Morken – Lazy and rude, runs the local toll bridge and is open to bribes.
2. Mizelda de Fornest – This ranger turned fletcher is a humble arrow artisan.
3. Drav Bethu'el – Made of muscle; works as part of a travelling caterer business.
4. Sept Endrid – Once a pirate, owns maps to all sea routes.
5. Blu Sallimanc – Very wealthy noble who donates a lot of their coin to the town guards.
6. Fulk Rheena – Known for their skill with a whetstone, and for their bad attitude.
7. Magister Talwar – Works with guilds to hunt rogue mages.
8. Tindi Ullenga – Softly spoken and kind, but scruffy. Expert diplomat and negotiator.

1d8

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MONKS & COMBATANTS

The winds of change are blowing, and adventure lies ahead. Wrap your robes around you and dive head-first into this chapter for characters proficient in the martial arts; build incredible monasteries to call home and flow your ki energy through your magic weapons! It's time to float like a griffon and sting like a manticore.

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Backstory Inspiration

Use the tables in this book to create imaginative characters with unique backstories, inspired by the locations and lore within your game's setting. You can use this monk's description as inspiration for your own, a guide to structuring backstories, or a fully-usable character for your next game!

Tracks in the Snow

The king of Anterram decreed that ***all youths*** in his kingdom must spend the ***next ten years training*** to become warrior monks; his army reserves were dwindling after a recent war, so he was anxious to build the land's defences once more. Tracks in the Snow (or "Snowy" to his friends) was one such youth, and was stolen from his family by the king's guards, sent to live in an ***arctic monastery in a tundra*** hundreds of miles away from his home. Snowy's new family were called ***The Lightfinders***, a cadre of cartographers and martial artists ***dedicated to mapping*** the unexplored areas of the frigid west – they served the cruel king without question.

Einar Gunnart ran the monastery, an ***aging combat trainer*** who was ***stronger than most monks half her age***. She taught Snowy and the other children how to fight and how to harness ki, the earth's raw organic energy. The Lightfinders channelled the ***brutal, wild fighting style*** of the polar owlbears native to the region – opting for heavy paw strikes rather than punches, and leaping tackles rather than kicks. Snowy was clearly gifted, and became one of Einar's finest students despite his reluctance.

Snowy returned to Anterram after his decade of training, but found it a different place to the one he had left all those years ago. It was affluent and gilded, and its people were rich and lazy. He spent a season with his family, but, as the time to join the king's army of warrior monks drew near, he fled the country with nothing but his ***frayed linen clothes***, a ***hatchet with a bamboo handle*** that his father had gifted him, and a bag he made using an ***owlbear's jawbone***. Snowy has been ***searching the land for an order of monks*** whose ***beliefs align with his own*** ever since.

The words in ***bold*** are parts of the backstory taken from the random tables within this book.

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Origins and Goals

This table generates past events in your character's life, and determines what motivated them to choose their adventuring path. You can use each entry as it is, or to inspire a brand new story!

Why did you become an adventurer?

1. Born as the Chosen One, you trained hard, but a newer prophecy left you as a no one. Your masters told you that only the Chosen One would be able to bend ki to their will; you are going to prove them all wrong.
2. A shipwreck left you stranded on a monastic island, which you later made your home. Now, you hope to purify a lifetime of piracy and pillaging by helping those around you in any way you can.
3. Your land requires youths to spend ten years as a monk. You welcomed the service, but didn't like the monastery you learnt at or how they treated students. You are looking for an order of monks whose ideals align with your own.
4. You learnt to channel ki without a tutor, through hard work and discipline, and made a name for yourself. You feel obliged to share your advanced knowledge of ki, and travel the land as a famous teacher.
5. You were born into a family of thieves, but left the life they gave you to become a monk. With your father recently passing, you are travelling to accept your inheritance so you can donate it to the poor.
6. Once a circus gymnast, a martial artist sought to train you after seeing you perform. After years of expensive coaching, you realised they were a charlatan. They fled, and you are hunting them down to bring them to justice.
7. Feared because of your natural link to ki, your parents sent you to a monastery to be 'fixed'. Having left the order many years ago, you've heard that it was recently attacked, so you are looking for answers.
8. You won a competition to be trained by warrior monks. It was a punishing experience, but you eventually gained their trust. They have asked you to find new entrants for next year's competition.

1d8

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Appearance and Items

Distinctive features

1. Closely cut hair reveals dozens of old, criss-crossing scars across your scalp.
2. You wear a broad straw hat, secured with a green scarf.
3. Two simple, hammered-copper bangles rest on your biceps.
4. Fingerless, leather gloves extend up to your elbows with printed flame designs.
5. Your wide, emerald belt wraps many times around your waist.
6. You have bright eyes tattooed onto each of your eyelids.
7. A dark, hand-shaped bruise is permanently marked on your right shoulder.
8. Your smooth and flawless skin makes you look youthful.
9. Lip scars show where your mouth was stitched together.
10. Blue crystals are embedded into each of your knuckles to help you channel ki energy.

1d10

Monastic robes

1. Sleeveless, beige coat with two deep pockets, one on each hip.
2. Turquoise, silk tunic with a peacock design on the back.
3. Long, hooded, light-grey robe that trails on the ground.
4. White trousers that are loose to just below the knee, then tightly bound at the shin.
5. Sapphire-blue cape with two golden shoulder clasps clipped onto an aqua and navy tunic.
6. Tattered linen clothes with frayed edges and old stains. Shows humility and modesty.
7. A close-fitting, gold top with artfully placed rips to expose the muscles beneath.
8. High-necked, long-sleeved, crimson bodysuit.
9. Orange, knee-length coat with full sleeves and a red hood.
10. Loose top, tunic and trousers in mismatched burlap.

1d10

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Well-balanced weapons

1. Pair of polished batons, with right-angled handles.
2. Metal fan with a sharp edge, can be used to slash enemies.
3. Pair of short butterfly swords engraved with ancient mantras.
4. Pouch of extremely light, flat, pin-sharp darts.
5. Hatchet with a rounded blade and a light, bamboo handle that whistles when swung.
6. Oak staff with four reinforced metal plates for extra impact.
7. Wooden oar; foes can be struck with the flattened end or the rounded handle.
8. A dozen reinforced, six-sided, silver shuriken.
9. Centuries-old sai blades; the heirlooms of a warrior family.
10. Staff in three sections that is connected with short chains.

1d10

Humble trinkets

1. Sculpture of a jumping man.
2. Jade spinning top.
3. Bag of dried rose petals.
4. Black blindfold made from silk.
5. Owlbear's jawbone.
6. Snowglobe of a monastery.
7. Waffle recipe book.
8. Portable boxing bag.
9. Knee pads for gardening.
10. Lavender-scented spray.

1d10

Monastic rank signifiers

1. Small, circular pip badges.
2. Tally tattoos on your left cheek.
3. Black fabric worn as a belt.
4. Stripes on long, white socks.
5. Facepaint under your eyes.
6. Linen hanging from a pocket.
7. Loud pet monkey.
8. Aquamarine signet ring.
9. Beads wrapping your weapon.
10. Leaf stamps in a logbook.

1d10

Ascetic or aesthetic?

Does your monk's order demand a simple, uniform dress code, or is it wealthy enough to dress its initiates in fine silks? Those practising martial arts need to be able to move without issue, so weigh up the practicality of any trailing sashes for the sake of avoiding embarrassing tangles!

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Magical Equipment

Ki-fuelled magic weapons

1. Throwing knives that transfer life force from the injured creature into the wielder.
2. Macaw-feathered staff, if spun quickly it can act as a propeller and grant short bursts of flight.
3. Crossbow that can fire ki energy if charged correctly.
4. Pair of clubs, when hit together they release a blinding flash.
5. Copper bracelets that power each punch with electricity.
6. Sickle that launches blades of wind when cut through the air.
7. Arrows made from toxic incense that release fumes upon impact.
8. Rough, charcoal staff that can discharge thick, black smoke.
9. Set of five ruby thimbles; the wearer can unleash a powerful flamethrower once per day.
10. Darts made from flint that can petrify their target.

1d10

Sacred magic items

1. Winged boots that let the user double their jumping height.
2. Short, linen wraps enchanted to be as hard as diamond, can offer protection during a fight.
3. Bejewelled breastplate that allows the user to sap ki energy from those around them.
4. Bracers with hooks that aid grappling and climbing.
5. Cerulean cape that can act as a parachute or gliding wings.
6. Fish-scale blindfold, allows the wearer to see through illusions.
7. Cube with a shimmering aura, generates total silence in the surrounding area.
8. Gloves that can harden, calm or change the flow of the water.
9. Red circlet; allows the wearer to project an astral duplicate to aid them for 1d20 minutes.
10. Emerald locket that can store unused ki energy.

1d10

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Ki Manifestations

Ki powers dwell deep within each individual, but monks can channel this energy and perform incredible acts of skill. Roll on these tables for creative ways to describe both the internal experience and the outward appearance of your character's ki energy.

When you use ki energy, you feel...

1. your heart pounding quickly in your ears, drowning out any noise around you.
2. painful, irregular twinges in your fingers and toes.
3. the combined strength of your predecessors supplementing your own.
4. a lightness in your limbs as if you could float away.
5. a fire burning in your chest, which seems to drive away your doubts and fears.
6. your eyes adjust, pulling everything into sharper focus.
7. your skin begin to tingle and its hairs stand on end, you are charged with static electricity.
8. waves of energy coursing from the earth into your body.

1d8

When you use ki energy, others notice...

1. your eyes change to a solid, white colour.
2. bolts of turquoise energy crackling and lighting up just beneath your skin.
3. your hair and loose elements of your clothing float outwards from your body.
4. your shadow detaches from your body and supports you.
5. your muscles swell and you emit a faint glow.
6. you chant quietly in a strange, ancient language.
7. your hair quickly changes colour, but reverts after you finish using ki.
8. geometric shapes appear on your face and body in strange, intricate patterns.

1d8

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Monastic Orders

Roll on these tables to guide your monk's purpose, fighting style and provide them with a place of sanctuary. What type of monastic order will your character affiliate themselves with, and why?

This order is called The...

1. Council of Kha'thaz.
2. Benevolent Truth.
3. Sixth Strike.
4. Broken Circle.
5. Paupers of Plenty.
6. Last Companions.
7. Order of the Chimera.
8. Navigator's Children.
9. Hidden Wave.
10. Lightfinders.

1d10

They are committed to...

1. advancing the study of ki.
2. preserving ancient texts.
3. exposing corruption.
4. providing aid after disasters.
5. redistributing wealth.
6. promoting tolerance.
7. ascending to another plane.
8. facilitating ancient prophecies.
9. investigating the supernatural.
10. mapping unexplored areas.

1d10

Their signature fighting style is...

1. chaotic and haphazard to watch at first, but then becomes a hypnotic dance.
2. precise and measured. Each move is engineered to be as energy efficient as possible.
3. brutal, channelling the spirit and strength of a wild bear.
4. slow and traditional. Their methods have never changed.
5. designed to be discreet. Moves aim to stop the target from making a sound.
6. rhythmic and fluid. Their body is always moving and bending.
7. reluctant – violence is only a last resort. A blessing is spoken at the end of every fight.
8. acrobatic and full of flourishes, such as a backflips or spins.

1d8

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Sacred Monasteries

1. Originally built with defence rather than comfort in mind, this hilltop, stone keep has narrow windows, hard floors and little architectural style. Its inhabitants unsuccessfully try to bring warmth to the stark interiors with handmade tapestries and rugs.

2. The thick, marble walls of this beautiful villa glow softly in the sun. The building wraps around a peaceful inner courtyard, filled with lush planting and the sound of softly trickling water.

3. More like a small village, this monastery has a few simple communal buildings at its centre. From there, rows of tiny cottages fan out like rays from the sun. Each cottage has its own thatched roof, brightly painted front door and carefully tended garden.

4. A tall townhouse is squeezed between a blacksmith and a tavern in the poorest area of the city. Worn stone steps lead up to a front door covered in messily pinned notices. The windows and gutters need urgent repair, but cheery voices can be heard within.

5. Arctic winds howl around the surface entrance of this monastery, which is camouflaged in the surrounding tundra. Below lies a warren of underground rooms, lit by magic and warmed by hot springs.

6. Built on the outskirts of a prosperous port city, this monastery's towering spire gets good views over both land and sea. The order within benefits from the bustling trade of goods and gossip.

7. Spread over many acres of land, this working dairy farm has many outbuildings where the order eat, sleep and train. Those in long-term residence must also work the land and tend to the livestock.

8. Horses struggle to get up the rocky path to this monastery, which perches precariously on the side of the mountain. This haphazard stronghold has clearly been rebuilt many times.

1d8

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Party Relationships

Monks are often associated with life in a closed community. However, few truly avoid all outside connections, especially those in adventuring parties! Roll on this table to create interesting dynamics with your fellow travellers.

Character connections

1. You had a vision that suggests _____ is in danger.
2. You feel _____ is trying to exclude you from the group.
3. You think _____'s goal will have more consequences than they realise.
4. You give _____ training to help control their emotions.
5. _____ visits your monastery once a year for a period of contemplation.
6. You and _____ were once summoned by a noble to protect their estate.
7. You are fascinated by _____'s amazing stories.
8. Your leader instructed you to remain close to _____, but would not explain why.
9. _____ helped retrieve sacred items from your monastery during a fire.
10. Your friendship with _____ developed when you were forced to shelter together in a storm.
11. You value the opportunities _____ gives you to practise patience.
12. You have a special interest in _____'s weapon.
13. Sometimes you pretend to meditate, just to avoid talking to _____.
14. You feel at ease in _____'s company, despite your differences.
15. You sense you have known _____ in a previous life.
16. Your ki energy feels more powerful when you're near to _____.
17. _____ sometimes awakens jealousy in you that you know you must subdue.
18. _____ has abilities that could be used for good or evil. You must guide them.
19. You read aloud each night to _____, at their request.
20. _____ helps you navigate complex or difficult social situations.

1d20

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Friends and Enemies

When a monk dedicates themselves to an order, they become part of a community with time-honoured traditions. Which of these individuals help your character navigate their path in life and which disrupts their balance?

Martial artists

1. Masshta Sipti – Sees their monastic life as a prison. Has shaggy hair and worn shoes.
2. The High Illuminator – Calm in front of their order, but acts very suspiciously when alone.
3. Jan Fellsman – Fiery and rude, expelled from six monk orders.
4. Olga Bilds – Always tripping over their oversized robes, apologises constantly.
5. Kadrak Narokz – Stickler for obscure traditions. Their staff doubles as a measuring stick.
6. Della Tristwater – Meditates for days at a time, rumoured to have a beautiful singing voice.
7. Lawn Elsetree – The finest athlete in their order's history.
8. Einar Gunnart – Aging combat trainer, stronger than most monks half their age.

1d8

Associates of the monastery

1. Theo Floris – Well-mannered tailor who specialises in exquisite linen wraps.
2. Kurt Hardhit – Ambitious owner of a martial arts dojo.
3. Sandreh Yula – Former city mayor, often found tending to a small tranquil garden.
4. Paipur Lightforce – Calm creator of high-quality inks. Dabbles in poisoncraft.
5. Watt Sombun – Passionate reader and keeper of the capital's sacred library.
6. Nurse Lou – Director of an orphanage. Their orphans are considered extended family.
7. Anh Aym – Spy with narrow, darting eyes and a long coat. Can speak many languages.
8. Tor Picacho – Physician who manipulates bones and joints.

1d8

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PALADINS & HOLY KNIGHTS

You are the chosen of your deity, sworn to uphold the sacred oath you made — heroes come and go but your destiny is righteous and true. This chapter equips faithful knights with valiant origin stories, holy symbols, hallowed weapons and the power to smite malevolent abominations with divine wrath.

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Backstory Inspiration

Use the tables in this book to create imaginative characters with unique backstories, inspired by the locations and lore within your game's setting. You can use this paladin's description as inspiration for your own, a guide to structuring backstories, or a fully-usable character for your next game!

Veshtixi Mistanjiir

Humble in her devotion to Drakos, Lord of Dragons, Veshtixi's mother prayed for an intervention while fighting off dark creatures that had poured through a tear in reality. She received an almighty miracle – her deity granted her the power to ***close the fiendish portal***, preventing the loss of countless lives. Her deeds were publicised by Veshtixi's step-father, a ***cynical poet*** named ***Esban Qirrel IV***; he had written more than a few stories about her mother and gave her the moniker of 'The Paragon'.

After fighting fiends for decades, Veshtixi's mother was eventually defeated by a terrible creature who changed her into an alabaster statue by using forbidden magic. The Paragon's ***steel longsword***, ***polished armour*** and ***title was passed on to*** Veshtixi; she was expected to take her mother's place and ***close new portals that had appeared across the land***. To her step-father's dismay, she accepted this role. He feared that Veshtixi would meet the same untimely end as her mother, but she believed that this was what she was born to do.

Veshtixi wanted to make the title her own, and not just become a duplicate of her mother. For starters, she always believed that she ***could achieve more by working with others, even unlikely allies and friends***. To form a team of loyal and valiant heroes – this was her own quiet oath to Drakos; she wrote it on a piece of parchment and attached it to her armour with ***red wax***, then engraved the same ***oath onto her sword's blade***.

With a ***splinter of the alabaster statue*** of her mother tied around her neck and a satchel full of rations and supplies, she set off. Veshtixi knew that her own ***important but arduous work had only just begun***.

The words in ***bold*** are parts of the backstory taken from the random tables within this book.

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Origins and Goals

This table generates past events in your character's life, and determines what motivated them to choose their adventuring path. You can use each entry as it is, or to inspire a brand new story!

Why did you become an adventurer?

1. Enlisted into a holy army at sixteen, you travelled a lot during crusades for your god, including to a wondrous star-shaped temple. Years later, you long to go back, and are making the perilous journey west once more.
2. You were visited by an angel in a bizarre dream who set you on your righteous path to become your deity's chosen champion. To seal the deal, you must find the Divine Mace, crafted by the gods.
3. You worked as a slaver, but recently one of your prisoners prayed for you and changed your life. With a newly altered heart, you wish to be reunited with your parents who had long since disowned you.
4. Your mother was a holy knight who was solely responsible for closing fiendish portals across the land. When she died, she passed the mantle onto you. Your important but arduous work has only just begun.
5. As a sword-wielding vigilante, you protected your town from zombies and the terrible blight they spread. This caught the gods' attention, and they have commissioned you to perform this work on a global scale.
6. Scriptures written by a divine knight were buried in seven separate tombs long ago. You have only obtained one scroll so far, but hope to find the rest and discover what kinds of secrets died with such a revered warrior of your faith.
7. You once fell through a gate to the underworld and had to fight your way out. Now, you are looking for ways to fulfil an oath you made to a deity in the underworld, so you can go back to your normal life.
8. Persistent visions from your god about a fortress under siege have led you on a search around the world. You help out in every new battleground you find, but so far none of them match your hallucinations.

1d8

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Appearance and Items

Noble features

1. Your hair seems to naturally grow a metallic, silver colour.
2. A tattoo of a playing card on your arm reminds you of the days before you took your oath.
3. A long jar with protein-rich milk is holstered on your leg.
4. Your eye colour gradates from grey to blue, like a stormy sea.
5. You have a multitude of scars across your back, created by the biting lashes of a whip.
6. Parchment with your oath and code of honour are attached to your backpack by red wax.
7. You wear a spiked collar to protect you from vampire bites.
8. The dark spectacles you wear help your sensitive eyes adjust.
9. Your right arm is damaged, so you hold it in a purpose-built sling when you're not using it.
10. A thick, golden circlet rests on your head like a halo.

1d10

Knightly armour

1. Battered breastplate ruined by scuffs, chinks and flaking mud.
2. Bronze and gold rings give your chainmail a shimmering, unique appearance.
3. Hide armour made from the scaly pelt of a cockatrice.
4. Bulky fur and horns taken from a bison makes this impressive layered mantle.
5. Heavily polished steel armour that is almost reflective.
6. Your golden helmet is adorned with a striking plume of blue and black guineafowl feathers.
7. Your armour is ill-fitting and overlaps across you, clearly a hand-me-down set.
8. This bulky cuirass has a long pole at its rear to hang flags.
9. Your shield has a dragon battle scene painted on its face.
10. Your gauntlets and greaves both end in sharp points.

1d10

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Righteous weapons

1. Lance untidily painted in a spectrum of colour splats.
2. Spear with a holy order's flag attached to its iron shaft.
3. Weighty longbow made from woven iron and steel.
4. Bronze greataxe with frightful faces of fiends and monsters cast into its head.
5. Steel longsword with an oath engraved into its blade.
6. Ostrich-style greatsword with a black, feathered hilt.
7. Long and rusty scythe that used to be a farming tool.
8. Dark longsword with a hooked and serrated blade; once belonged to a warlord.
9. Hand crossbow that looks like an eagle spreading its wings.
10. Warhammer with basilisk detailing and a golden trim.

1d10

Valiant trinkets

1. Splinter of an alabaster statue.
2. Coin from a faraway continent.
3. Shard taken from a mosaic.
4. Crimson imp blood in a bottle.
5. Tailor's pattern of a tabard.
6. Bottle of grapefruit juice.
7. Small bag of fishing hooks.
8. Cracked and pale crystal ball.
9. Travel-sized chamber pot.
10. Plump prayer cushion.

1d10

Holy symbols

1. Ruby anvil on a necklace.
2. Scorpion encased in amber.
3. Six-inch iron tentacle.
4. Bangle with seven emeralds.
5. Hand held weighing scales.
6. Spider cast in solid gold.
7. Ivory statuette of a hunter.
8. Petrified chunk of wood.
9. Pendant of a mouse's skull.
10. Tiara with tidal-wave motifs.

1d10

An oath to dress by

A paladin's solemn oath dictates every aspect of their life. When thinking about what your paladin wears or looks like, imagine about how their oath will affect their outward appearance. How would the appearance of a paladin who took an oath of redemption differ to one who took an oath of vengeance?

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Magical Equipment

Honourable magic weapons

1. Holy morningstar; produces sunlight to repel dark beings.
2. Frost giant's dagger, used as a greatsword and can turn foes into frosty ice sculptures.
3. Rubbery mimic baton; can become a non-magic copy of any weapon within 50ft.
4. Longbow made from bones; shoots ghostly, psychic energy.
5. Halberd of the Sunset; deals extra damage if used at night.
6. Jousting lance that can summon a celestial steed for the bearer to ride.
7. Blessed shortbow whose radiant arrows light up its targets for all to see.
8. Celestial's mace that channels healing to those who require it.
9. Toothy maul that is especially harmful to draconic creatures.
10. Fiend's confiscated hammer; belches fire once per day.

1d10

Consecrated magic items

1. Light shone through this gem reveals a disguised fiend or celestial's true nature.
2. Jar full of radiant orbs; when shattered, spirits ferociously defend the user for 1d4 hours.
3. Shiny boots that blast the user forward at rapid speeds.
4. Vial of black steam; contains a dense, magical smokescreen.
5. Golden armour that dampens the effects of necrotic magic.
6. Ivory chopsticks; food eaten with them tastes delicious.
7. Miniature stained-glass window that illustrates whatever the user requests.
8. Rough, jagged jasper that can draw out simple poisons.
9. Horn of a heavenly ram; when blown into, an angel appears to aid the user for 1d4 hours.
10. Quartz ring; nullifies three spells before becoming inert.

1d10

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Smite Manifestations

Paladins have the divinely given ability to bring their deity's wrath down upon those who are found lacking. Before smiting an enemy, roll on this table to determine how your almighty attack looks on the battlefield.

When you smite your enemy...

1. your weapon ignites with purifying and holy white fire.
2. your deity's fallen champions lend you their weapons and all strike your foe at once.
3. an x-ray of your target's skeleton flashes from within their body.
4. a choir of angels sing momentarily in a loud, operatic performance.
5. lightning without source strikes your weapon before you slam it into your foe.
6. thick smoke follows your weapon through the air, and takes a while to disperse.
7. wings of fire adorn your back until your weapon strikes.
8. an illusion is cast in your target's mind, making you look like a harbinger of doom.
9. strange, ethereal creatures pull at your target's soul.
10. you hold your weapon to the sky and fill it with divine power before striking.
11. time slows, and you rapidly hit your foe multiple times.
12. thousands of screams ring out through the air as reality is temporarily shattered.
13. their soul is briefly knocked out of their body, but quickly flies back in.
14. a large, intricate brand stays where your weapon struck.
15. your deity judges them unworthy and they briefly become a shadow.
16. the area of their body you hit turns to liquid and ripples before finding its form again.
17. a ghostly celestial strikes at your enemy from above.
18. any blood spilled turns to bubbling acid and hisses as it singes the floor.
19. you are overcharged by holy magic and blast it into your foe from your chest.
20. the sound of your weapon striking reverberates intensely around you.

1d20

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Revered Tenets

Once a paladin swears an oath, their life is changed forever, from that moment on the paladin's actions are bound to their beliefs. Roll on this table to find a tenet that will guide your character's behaviour after they have taken their oath.

Sworn promises

1. Order. Bring structure and balance to a chaotic world.
2. Authority. Obey the chain of command and your place in it; responsibility grants honour.
3. Equality. Ensure fair and just treatment for everyone.
4. Drama. Make your life worthy of an epic poem or stage show.
5. Puzzle. Nothing is as simple as it first appears to be; look for true understanding.
6. Restraint. Do all things in moderation including eating, speaking and sleeping.
7. Hard work. Apply yourself diligently to every task, no matter how great or small.
8. Joy. Search for positives and humour in all situations; life shouldn't be taken seriously!
9. Courtesy. Be polite and giving; share whatever you have to those who have less.
10. Nurture. Caring is a mighty strength, not a weakness.
11. Dignity. Treat others with respect and command the same from them.
12. Trust. Keep your heart and mind pure and open to all.
13. Resilience. Persist through times of adversity, even when life looks hopeless.
14. Sincerity. Reject bravado and present your true self, no matter what that looks like.
15. Modesty. Seek no praise or glory for your actions; your reward is righteousness.
16. Focus. Never allow your concentration to falter.
17. Unity. Achieve more by working with others, even unlikely allies and friends.
18. Serenity. Find tranquillity within and radiate peace.
19. Concession. There is a reason for everything; make peace with what you can't change.
20. Power. Strength and control are basic tools of the law.

1d20

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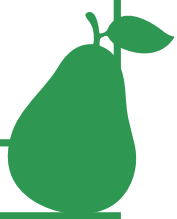
Blessings and Penance

When your character acts in a way that upholds or honours their oath, they may earn a divine reward or sign from the gods; while transgressions may prompt an act of penance to quickly get back into your deity's good books.

Divine signs and blessings

1. A piece of perfectly ripe fruit appears in your bag, with no bashes or bruises.
2. The parchment scroll you carry now features one more star-shaped symbol.
3. When you look into the night sky, you see two shooting stars cross paths.
4. You find a spider's web knitted to look like your holy symbol.
5. Your armour seems to glow with a soft divine light.
6. Regardless of your conditions, you enjoy a comfortable sleep with pleasant dreams.
7. When you next rest your weapon on the ground, a flower blooms in that spot.
8. You cannot see it, but you hear the song of a swallow in the skies above you.

1d8



Acts of penance

1. Take a plunge in the nearest pool of water you can find, the colder the better.
2. Write a letter to your deity, asking for forgiveness, and read it out loud.
3. Set aside a portion of each of your next day's meals.
4. Carve a small mark into your armour to acknowledge your imperfect behaviour.
5. Remove your shoes and walk barefoot for the next day.
6. Donate a tenth of your money to a worthwhile recipient by the end of the day.
7. Demonstrate the weight of your sorrow by carrying a companions' bag for a day.
8. Begin every sentence for the remainder of the day with the words 'forgive me'.

1d8

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Party Relationships

Taking an oath can be a heavy burden, which is why paladins often find themselves as part of a closely knit group. Roll on the table below to create interesting bonds between your character and the other members of your party.

Character connections

1. Your oath seems to be in direct conflict with _____'s ideals.
2. Despite your constant bickering, you and _____ would die for one another.
3. _____ always asks strange philosophical questions to test your morals.
4. When you give _____ life advice, they aren't always quick to thank you.
5. You and _____ have a sparring match every morning.
6. You and _____ tally the monsters you kill. Annoyingly, they are currently in the lead.
7. It's important to you that _____ learns humility.
8. _____ seems interested in taking an oath one day, you feel led to mentor them.
9. _____ is saving up for something important, you give them money when you can.
10. You can't tell when _____ is joking, and accidentally laugh at them sometimes.
11. _____ gets in the way during battle, but you're learning to dodge them.
12. The first time you met with _____, they were injured.
13. _____ gifted you their most prized possession.
14. You try to stop _____ accessing treasure, as you think they are irresponsible.
15. _____'s power scares you, and you tend to stay away from them during a fight.
16. You and _____ made a pact that you would flee this country one day very soon.
17. _____ used to bully you, but you have forgiven them.
18. You're still trying to work out whether _____ is an evil doppelgänger.
19. _____ remembers what you were like before you took your oath.
20. _____ has a great taste in books, and often gives you interesting fiction to read.

1d20

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Friends and Enemies

Who does your paladin turn to for help? The characters in these tables can offer wisdom gleaned from their own past adventures, or could shape your character's portrayal in the legends and tales of the future.

Oath-sworn knights

1. Fiaro Aya – Expert negotiator, will only fight in self-defence.
2. Adroit Voltair – Recently made their oath despite their age. Enjoys learning new things.
3. Guadagno the Valiant – Ruler of a just society. Crown designs are etched into their helmet.
4. Syril Swampwind – Brash and vulgar; their armour looks like it has never been cleaned.
5. Dwent Sondart – Haunted and bloodshot eyes suggest their oath hasn't given them peace.
6. Rupa Cloudio – Their elaborate armour has seen little action.
7. Loira d'Escyla – Credits their long life to the oath they made to their deity, and mint tea.
8. Zasha Mavaya – Reluctant, teenage paladin; rolls their eyes a lot during dull moments.

1d8

Allies and acquaintances

1. Roti Noakes – Disorganised owner of a printing press who reproduces holy texts.
2. Justice Braddock – Passes severe sentences on those who harness necromancy.
3. Tessy Vissa – Keen stable owner who breeds majestic and steadfast steeds.
4. Yin Bulinn – Stonemason who specialises in religious statues.
5. Sir Zagam – Wise scholar of heraldry with wiry eyebrows.
6. Noa Lisserandre – Weaver of fine, silk tabards; concerned about rising import taxes.
7. Ebsan Qirrel IV – Cynical squire who writes poems about each paladin they help.
8. Pip Weedskill – Grocer's child desperate to become a knight, but is very clumsy and loud.

1d8

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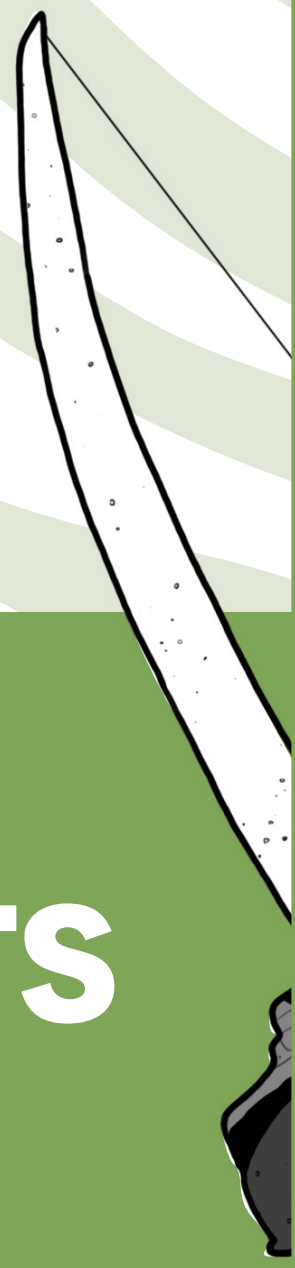

RANGERS & SURVIVALISTS

Your character is prowling amongst the undergrowth, stalking tonight's dinner. Equip them with the weapons, skills, survival gear and animal companions from this chapter and they will become formidable masters of their environment... just be careful not to make too much noise and scare off their meal!

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Backstory Inspiration

Use the tables in this book to create imaginative characters with unique backstories, inspired by the locations and lore within your game's setting. You can use this ranger's description as inspiration for your own, a guide to structuring backstories, or a fully-usable character for your next game!

Felix Hearneswift

Felix spent most of his life living peacefully in the small village where he had been born. His days were spent pottering in the garden, updating his ***extensive stamp collection***, and raising his young nephew, Roger.

Late one night, ***Roger was kidnapped*** from his small bedroom. It was one of a number of abductions in the area, rumoured to be the work of a gang of rangers led by the notorious and ***nocturnal Haaken Clamber***. Felix realised he would have to ***develop survival skills*** himself, if he was to have any hope of tracking Clamber's crew and rescuing young Roger.

Felix set out in pursuit with very little preparation. He carries a weapon borrowed from his neighbour – ***a horseshoe-shaped longbow*** – and wears oversized second-hand armour bought at the first market he passed. In colder areas, he wears ***layers of ill-fitting garments stolen from washing lines*** as extra insulation. He travels from town to town with Forager, a cheerful mule that he bought as a companion for Roger when then boy first came to live with him.

Over time, Felix's nimble halfling ***hands have grown calloused and dirty***, as he has perfected the use of his ***multi-tooled pocket knife*** for tasks such as whittling arrows or filleting fish. Previously, the knife had only been used for delicately peeling stamps off old envelopes.

Recently, the trail Felix and Forager were following ***suddenly went cold***. He suspects Clamber's gang ***know they are being followed*** and are being more careful. Staying optimistic however, Felix believes this means they are ***closer than ever*** to finding Roger.

The words in ***bold*** are parts of the backstory taken from the random tables within this book.

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Origins and Goals

This table generates past events in your character's life, and determines what motivated them to choose their adventuring path. You can use each entry as it is, or to inspire a brand new story!

Why did you become an adventurer?

1. You used to move goods from the city to remote villages, but the firm you worked for went out of business. Now, you look for interesting contracts on town noticeboards that utilise the tracking skills you learnt on the road.
2. A usurper stole the throne and exiled you, the rightful monarch's heir, to the desert. You are seeking strong allies who will help you reveal the usurper's crimes and reclaim your oppressed kingdom.
3. Your family were fletchers and scout leaders, so you grew up crafting arrows and teaching camping skills to nobles. You have always felt a greater destiny waited for you, and are eager for adventure.
4. You received a threatening message 1d6 years ago and have been on the run ever since. Bandits, town guards and assassins have all tried to hunt you, but you have no idea who is pulling the strings.
5. After being well paid for killing a dangerous bear, you noticed strange runes on its skin. You also fought a wolf and a boar who had the same markings, and are now looking to find out more about these odd animals.
6. You were drafted into a tyrant's army as a child; years later, you escaped to the mountains and lived peacefully as a hermit. The rocky mountains are cold and wet however, so you are looking to relocate to a sunny beach for a happier life.
7. In order to find your kidnapped relative, you had to master survival skills. Recently the trail went cold, but you think you must be close; the thugs either know you're following, or are using concealment magic.
8. Since you were younger, you have had a recurring dream of a silver mare. Hearing similar stories from others has made you feel compelled to go on an adventure to find this mysterious animal.

1d8

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Appearance and Items

Distinctive features

1. Wears a thick, leather falconry glove on one hand.
2. You have a map of your home tattooed on the back of your hand with delicate, black ink.
3. Each step you take is carefully placed, slow and considered.
4. A broad, straw hat keeps your face protected from the sun, wind and rain.
5. Your hands are calloused and often marked with dirt.
6. You have a number of scars on your fingers from accidentally getting them caught in traps.
7. You wear chunky, thigh-high boots. Their patterned soles leave a trail of animal prints.
8. You carry a bag on your back that is nearly as tall as you.
9. Your face is painted to depict the head of a dangerous beast.
10. Your unkempt hair is full of twigs and dead leaves.

1d10

All-weather wardrobe

1. Mantle made from barn owl feathers over a long grey cloak.
2. Multiple layers of ill-fitting clothing, which look like they were stolen from washing lines.
3. Fitted, brown, leather armour with a wintery-white cape.
4. A fur coat and shaggy trousers, both made from an enormous grizzly bear pelt.
5. A sleeveless jacket with dark, thigh-high, leather boots.
6. Grass and patches of mud camouflage your dark overalls.
7. Silver scale mail chest armour sits atop your black ensemble.
8. Yak hair creates a waterproof fabric, worn as a heavy poncho.
9. A long, leather overcoat; two rips run down its back, made by an angry troll you fled from.
10. The round, wooden shield on your back is decorated like an archery target.

1d10

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Practical weapons

1. Long, wooden shepherd's crook that doubles as a staff.
2. Heavy, iron frying pan used for clubbing enemies and cooking.
3. Wide, curved machete blade with a twine-wrapped handle.
4. Chunky crossbow with a green and black camouflage design.
5. Harpoon with a razor-sharp, barbed spearhead and a sturdy cord line to connect it.
6. Teardrop-shaped shortbow, made from a redwood tree.
7. Longsword with jagged edges resembling a shark's tooth.
8. Intricately carved wooden blowgun; the darts have brightly coloured yarn fletching.
9. Woodcutter's axe with mice whittled into the handle.
10. Horseshoe-shaped longbow with silver and copper inlay.

1d10

Outdoor trinkets

1. Wooden baby rattle.
2. List of crossed-out names.
3. Deck of tattered playing cards.
4. Battered tin of mixed spices.
5. Ruby-red chimera scale.
6. Memo detailing a debt owed.
7. Bag of assorted sea shells.
8. Shallow dish for gold panning.
9. Extensive stamp collection.
10. Tiny, square animal cage.

1d10

Survival gear

1. Homebrewed insect repellent.
2. Fletching kit with feathers.
3. Multi-tool pocket knife.
4. Half a dozen clothes pegs.
5. Beeswax lip balm.
6. Inflatable pig's bladder floats.
7. Metal spoon with fork prongs.
8. Hessian bandage strips.
9. Animal pheromone spray.
10. Waxed canvas sheet.

1d10

Adapting to your situation

Good rangers should always be suitably attired for their environment, but that might not be the case if their adventures take them far from their favoured terrain. A fur coat will serve a survivalist well in snowy conditions, but they may need some linen shorts to wear if they find themselves in a humid jungle!

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Magical Equipment

Magic weapons for hunting

1. Net woven from spider silk; if two enemies are caught by it, they become stuck together.
2. Sapling club; chunks can be hacked off for use as tinder, as the club reforms each morning.
3. Blowgun whose darts make targets docile and bleary-eyed.
4. Golden whip that can restrain foes like a pair of manacles.
5. Wolf-motif longsword that can track foes it has injured.
6. Moonlight spear; when held above the user's head, a shield protects them from arrows.
7. Elven longbow, its arrows point you towards whatever you seek before vanishing.
8. Mermaid's trident that silences targets, as if underwater.
9. Dove-shaped crossbow; fires furious birds instead of bolts.
10. Boomerang axes that can also be used as climbing aids.

1d10

Functional magic items

1. Boots with squirrel-fur lining that climb trees with ease.
2. A carved, wooden whistle that only you and the person you are thinking about can hear.
3. Dragonhide armour; releases the scent of a dragon, which wards off other creatures.
4. Six meteorites; if put around camp will nullify bad weather.
5. Bone drinking horn that neutralises poison within it.
6. Brass binoculars that identify heat sources through walls.
7. Enchanted wooden duck that can be used as a lifelike decoy, exploding when attacked.
8. Map that documents every place its user drew blood.
9. Tiny mousetrap that expands and traps a medium-sized creature when triggered.
10. Cat-eared goggles that give the wearer night vision.

1d10

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Animal Companions

Your animal companion is a...

1. cheerful mule who is quick to make friends, especially with children and the elderly.
2. stately, black stag who treads softly on its hooves. Its eye-catching antlers are copper coloured.
3. majestic hawk. Its golden eyes appear judgemental and it often flys off in a huff.
4. stocky, powerful hyena. It enjoys being groomed, but its hair is always messy.
5. bundle of frenetic energy in the form of a large badger. It amuses itself by digging deep, muddy holes in the ground.
6. slobbering mountain rescue dog. It enjoys naps and can be stubborn when tired.
7. narcissistic anaconda with unusual black and white scales. It prefers to be carried.
8. plump, wild boar. It has huge, curving tusks and striped, charcoal markings.

1d8

You first bonded when...

1. it found you injured and unable to walk. It stayed by your side as you recovered.
2. it guided you down a mountain during a powerful blizzard after you had lost your way.
3. you proved it was not to blame for a village's ruined crops and frightened livestock.
4. it was rejected as the runt of their sibling group. You became its guardian.
5. a druid performed a sacred ceremony to bring together your two connected souls.
6. it fought alongside you when you were under attack from a group of their species.
7. you found it chained up. You freed it and have enjoyed its loyalty ever since.
8. you were a child. It was given to you to teach you animal care and responsibility.

1d8

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Remote Shelters

1. This ruined observatory clings to the tip of a narrow rocky outcrop. It is only occupied for one month of the year, when the currents that lurk beneath the surrounding waves are at their least treacherous.

2. A domed hut with mudbrick walls and a covered well are the only sights on the horizon for miles around. Travellers swear that the clear water they draw from the well is the finest they have ever sipped.

3. Centuries of erosion have hollowed out a small space beneath the gnarled roots of this immense oak tree. Those seeking shelter must squeeze in and share the nook with any number of woodland creatures and insects that also call it home.

4. Hidden behind a canopy of vines is the entrance of a sandstone tunnel, which leads to a small chamber full of dusty jars and vials. Paintings on the walls suggest further tunnels lead to a burial site.

5. This weather-beaten shack sits just inside the treeline at the edge of a beach. An upturned boat hull forms the roof of a structure built completely from material that has washed up on the shore.

6. A tower originally built by a noblewoman as a place to meet her secret love. In the time since, the structure has fallen into disrepair with hefty cracks and ivy covering most of the walls.

7. Lovingly crafted crochet blankets and cushions cover the odd assortment of furniture in this homely but sparse woodcutter's cottage. Lighting the wood burner makes the single-room structure cosy, and covers everything with a warm glow.

8. A slim glacier cave, accessible only by climbing down a deep crevasse. The icy walls and floor provide no warmth to those inside, but serve as a much-needed hiding place from the ravenous predators who stalk the surrounding tundra.

1d8

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Special Survival Skills

Any successful ranger needs a good knowledge of a variety of survival skills. However, perhaps there is a talent that comes particularly easily to your character or that they have taken a special pride in mastering. Find out what specialist skill your reliable ranger boasts by rolling on the table below.

Outdoor expertise

1. Creating accurate parchment and charcoal maps of the land you traverse.
2. Choosing the perfect bait and lure to catch a fish.
3. Finding herbs and spices to season even the most basic rations and meals.
4. Starting a fire, even in the rain when your flint and firewood is damp and the ground is soggy.
5. Flawlessly imitating bird calls to attract game when hunting.
6. Weaving waterproof coverings and clothing out of fallen twigs, bark and foliage.
7. Identifying the species, the diet and the mood of an animal by investigating its dung.
8. Picking only the sweetest berries from a hedgerow.
9. Climbing trees without getting stuck or catching splinters.
10. Using soothing sounds to calm irate predators who might attack you.
11. Sourcing poisonous plants and safely distilling their toxins into vials.
12. Locating the softest areas of ground to sleep on, and making pillows out of moss
13. Having a sense of where the nearest water source is.
14. Being able to pick up the faint scent of smoke from a long distance away.
15. Whittling fine trinkets out of fallen tree branches.
16. Getting mud stains out of clothing using only rainwater and coarse pebbles.
17. Correcting for wind speed when firing a ranged weapon.
18. Collecting rare plant seeds that can be sold for profit.
19. Removing honey from a nest without getting stung by a swarm of angry bees.
20. Estimating the distance between you and a coming rain, sand or snow storm.

1d20

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Party Relationships

A ranger's impeccable survival skills make them valuable members in any travelling group (especially a lost one). Use this table to discover how they have bonded with other party members, filling in the blanks with their names.

Character connections

1. _____ has an unwelcome talent for upsetting animals.
2. You used to meet _____ on your rare trips to market, and became friends.
3. You are trying to teach _____ how to distinguish between different bird calls.
4. You are starting to resent that _____ never volunteers to keep watch at night.
5. You and _____ practise your tracking skills by playing games of hide-and-seek.
6. You find _____ really hard to make small talk with.
7. Whenever _____ asks you the name of a plant or creature, you make up something that amuses you.
8. You once spent a month in a small hut with _____.
9. You are surprised by _____'s attitude to sleeping on the ground.
10. _____ often gets caught in the traps you set.
11. When in a social situation, you often copy _____'s behaviour and stance.
12. You would like _____ to see nature as you do.
13. You are impressed by _____'s skills in battle.
14. _____ often scares off the small creatures you try to hunt for dinner.
15. You try to ease _____'s discomfort when travelling in difficult environments.
16. You regularly mistake _____ for a wild beast when hunting or scouting.
17. You think _____ is a good judge of character, and try to follow their lead.
18. You try to stay upwind of _____ because they have a very particular scent.
19. _____ once hired you as a guide to help them travel through a dangerous region.
20. _____ does not seem to trust your navigation skills.

1d20

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Friends and Enemies

Rangers rarely bump into other people, for theirs is a life on the road. They never forget a face, however, especially those most important to them. Roll on the tables below to form a web of allies, family and rivals.

Hunters and gatherers

1. Elva Liadon – Upbeat and whistles to themselves. Glues leaves and dirt to their armour.
2. Ieron "Boar" Ikanor – Bulky and muscular, can be curt. Lives in a foul-smelling swamp.
3. Mareva Alkis – An orphan raised by bears. The best (and angriest) tracker around.
4. Mehmetcan – Once lived in the fey realm, now a hermit.
5. Jamar Elson – Prodigal child of a rich noble family. Travels with their pet cheetah.
6. Haaken Clamber – Twisted and brutal, only hunts at night.
7. Ogren Meerkan – Incredible sprinter who is reserved, shy, and very protective of money.
8. Sinara Yan-Den – Unassuming botanist who has outsmarted and felled many big monsters.

1d8

Associates in town

1. Tagreda Togron – Exemplary cartographer with overgrown eyebrows and a squeaky voice.
2. Urian Kadai – Conservationist who always needs a favour.
3. Iggadon Lex – Tall wizard who regularly posts bulletins about national monster attacks.
4. Callisto Jamil – Overconfident breeder of wolves, hyenas, cayotes and foxes.
5. Para Tiwana – Panicky owner of a volunteer-run vet surgery.
6. Raurus Flyn – Short with bulbous eyes; runs a network of messenger pigeon coops.
7. Galasa Drewin – Miserable stable owner who facilitates illegal horse races.
8. Oianos Sajeed – Leader of an elf clan who live in the trees. Provides shelter to honest folk.

1d8

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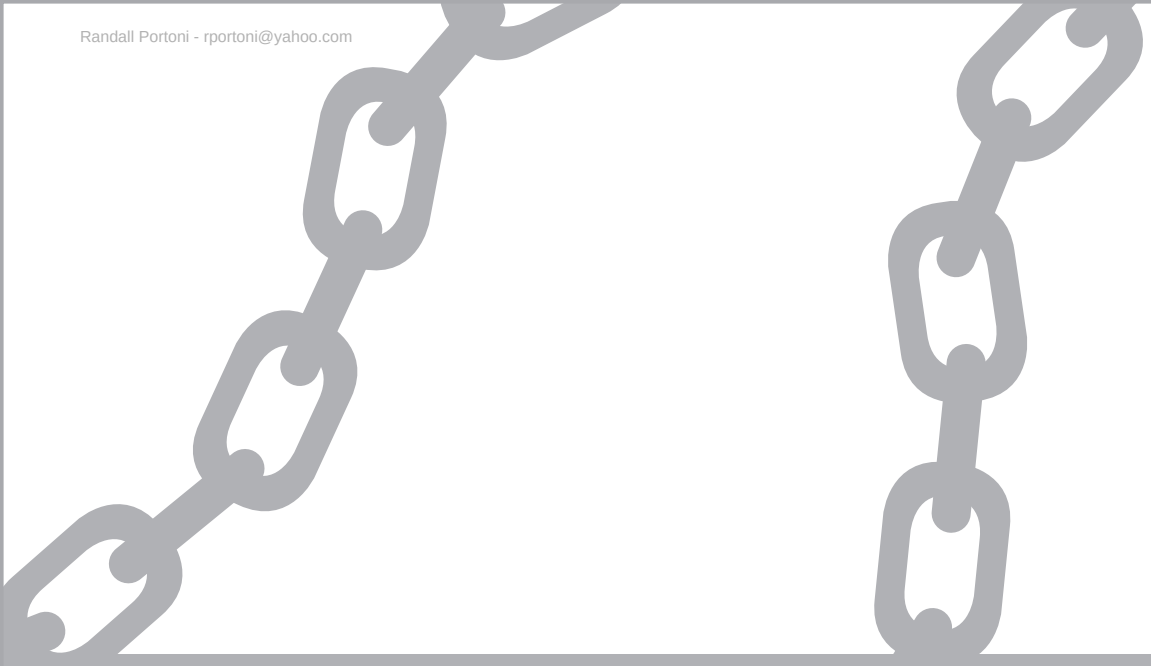
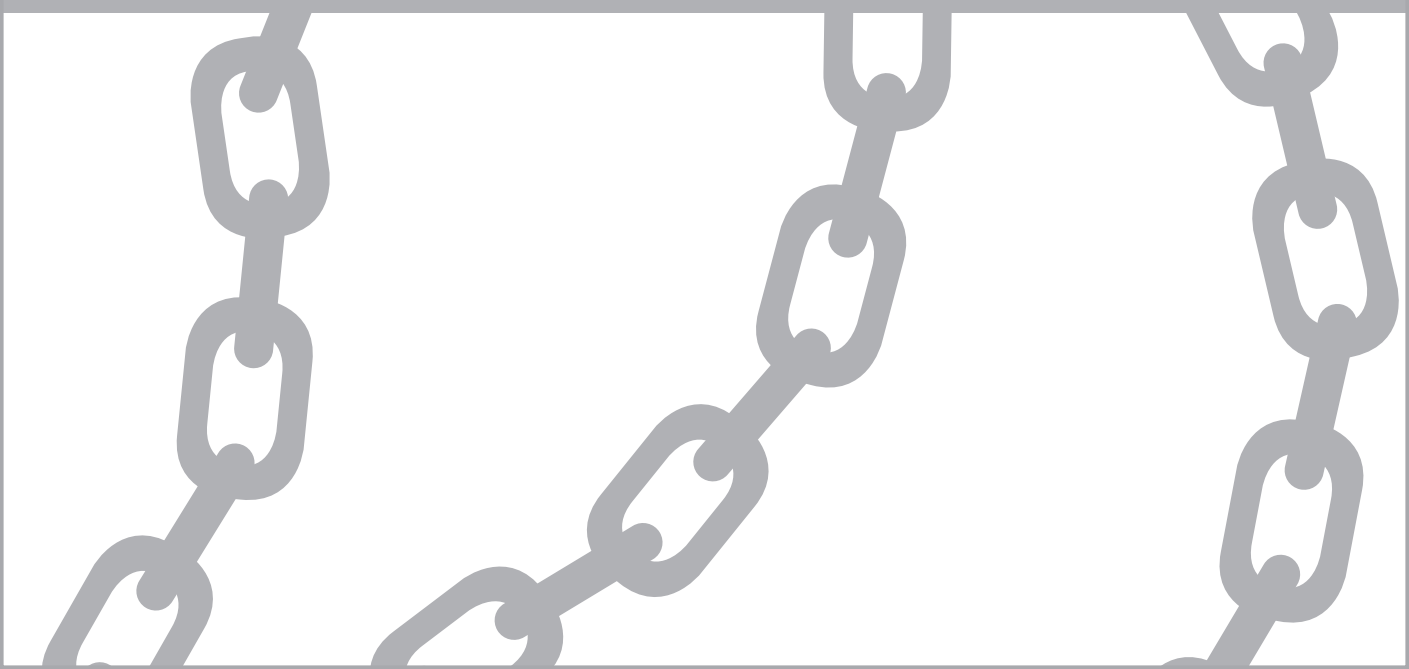


ROGUES & LAWBREAKERS

A life on the run with a few close friends can make a party as thick as thieves. Will your character steal the hearts of the people around them, or live out their days in the kingdom's darkest dungeon? This chapter is dedicated to giving unique quirks, apparel and items to your new rogue – giving them the best chance of escaping the law!



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Backstory Inspiration

Use the tables in this book to create imaginative characters with unique backstories, inspired by the locations and lore within your game's setting. You can use this rogue's description as inspiration for your own, a guide to structuring backstories, or a fully-usable character for your next game!

Magwytch Trumm

When Magwytch Trumm was a young man, he was indoctrinated into a thieves' guild known as the ***Honourable Collectors***. This grandiose name was an ironic description for a gang of violent robbers run by four siblings without a single shred of morality to share between them.

Magwytch was recruited into the gang by the youngest brother, a ***spindly*** and uncaring figure known to all as ***The Stork***. He once sent Magwytch to rob a campsite, even after reconnaissance had shown it was occupied by a ***group of heavily armed trolls***. ***Magwytch barely escaped with his life***, but all the so-called 'Honourable' Collectors cared about was that he had failed to leave behind a ***strip of their signature scarlet fabric*** as a calling card.

Furious, Magwytch left the guild. He realised he needed to find a new gang, preferably an ***adventuring party*** he could manipulate into helping him with his criminal activities. His favourite con involves strolling into a busy market and flamboyantly introducing himself as Dr Vertillion, purveyor of ***Miracle Hair Tonic***. Magwytch ensures he looks the part by ***combing thick, black hair grease*** through his hair and reversing his ***grey cape*** to display its ***vivid-pink silk lining***. The tonic he sells is actually stagnant ***pond water***, but his claims that he would be completely bald without it are generally persuasive enough to earn him some silver.

Magwytch is on the lookout for individuals who can ***help him to carry out increasingly more elaborate plots and schemes***. Ideally, any future allies would also have healthy heads of hair, but Magwytch is willing to be flexible. He can always find something else to use to his advantage.

The words in ***bold*** are parts of the backstory taken from the random tables within this book.

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Origins and Goals

This table generates past events in your character's life, and determines what motivated them to choose their adventuring path. You can use each entry as it is, or to inspire a brand new story!

Why did you become an adventurer?

1. You once broke into a tomb but left the treasure, the real thrill was disarming all the traps. Your fun ended however, when you touched a cursed object in the tomb – now you're looking for magical advice.
2. After some reconnaissance you robbed a group of trolls, but barely escaped with your life. That's when you realised you needed an adventuring party to help you with your elaborate plots and schemes.
3. You were exiled from your thieves' guild for upsetting the guild boss, your father, by stealing a hefty sum. You owe a vast amount to an evil wizard, and you are looking for a way to clear your debts.
4. You spent 1d20 years in jail; while locked away, you learnt new thievery techniques and skills. Now you're free once more, you want to scout the route used to transport kingdom taxes in preparation for the heist of the century.
5. Born into an infamous family of assassins, you ran away to seek a more peaceful life. You are now applying your unique skills to stop crime, not take part in it, much to your family's disdain.
6. You spent a few years as a shoemaker's apprentice, but you recently quit. Your family are desperate to move out of the poorest part of town, so you decided to put your agile fingers to lucrative forgery and pickpocketing instead.
7. You work as a teller at a local bank. During a shift, you found an artefact in a vault that was clearly stolen from a tribe; you aren't sure why, but you feel compelled to seek out its rightful owners and return it.
8. Once the founder of an infamous thieves' guild, you faked your own death and settled down. You complete noticeboard contracts now and then to keep your coffers full of coin.

1d8

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Appearance and Items

Distinctive features

1. A row of tiny symbols is inked on each of your fingers.
2. You have one jade tooth. It replaced one knocked out during a tavern brawl.
3. Your rigid stance and neat hair make you look like a soldier.
4. You wear a tall top hat. The flat top is detaching from the sides and flaps in the wind.
5. A pearl hangs from your left ear, an onyx from your right.
6. A burn circles your wrist, received as punishment for stealing from a fey creature.
7. Troubled sleep has created dark shadows under your eyes.
8. A deep, narrow scar circles around the top of your head.
9. A simple octagonal brooch identifies you as a member of a notable and influential guild.
10. One of your eyes is covered by a soldered metal plate.

1d10

Criminal clothing

1. Short cape with a grey exterior; its vivid-pink lining contrasts your otherwise black outfit.
2. Old leather jacket covered with pins collected on your travels.
3. Emerald-green, velvet poncho stolen from a fashion show.
4. Long coat with many hidden pockets and a high collar that conceals your face.
5. Thick woollen top and heavy rimmed spectacles.
6. A ripped overcoat; impeccable stitching shows its high quality.
7. Snug waistcoat covers a sheer shirt with billowing sleeves.
8. Lightweight, fabric trousers and a simple vest are great for blending in with villagers.
9. Low-heeled, leather boots with bronze spurs and a wide ten-gallon hat.
10. Smartly tailored formalwear with a subtle plaid pattern.

1d10

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Suspicious weapons

1. Hand crossbow; a "property of the crown" marking has been crudely scratched out.
2. Exquisite scimitar with a silver hilt encrusted with six jewels.
3. Brass knuckles, engraved with braids and sailing knots.
4. Long, extremely narrow dagger nicknamed 'The Skewer'.
5. Pair of throwing knives bought cheaply from a bankrupt circus.
6. Mace with a hooked handle that doubles as a crowbar.
7. Perfectly balanced rapier stolen from a blacksmith.
8. Amateurish shortbow that requires near constant repairs.
9. Poorly-kept shortsword with a rusty, bent, chipped and scratched blade.
10. Barber's folding razor blade with an ebony handle.

1d10

Pocketed trinkets

1. Heavy, brass letter seal.
2. Comb and pot of hair grease.
3. Jeweller's magnifying glass.
4. Fire-damaged postcard.
5. Sweets stored in a tinderbox.
6. Handful of peculiar buttons.
7. Seven magpie feathers.
8. Handle of a carriage door.
9. Pouch of expensive tea leaves.
10. Smashed, golden hourglass.

1d10

Deceitful items

1. Retractable dagger prop.
2. Fake teeth with long canines.
3. Deck of marked playing cards.
4. Forged judge's pardon.
5. Purse full of counterfeit gold.
6. Salt shaped like sugar cubes.
7. Fake healer's qualifications.
8. Lifelike wooden scorpion.
9. Priest's robes and holy book.
10. "Danger: No Entry" sign.

1d10

Paisley is the new black

Your rogue character, more than any other, will rely on their ability to move stealthily in the shadows. But that shouldn't mean they have to dress top-to-toe in black! Don't be afraid to add some flamboyant details to your appearance; you can always cover up with a dark cloak if the situation requires...

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Magical Equipment

Illicit magic weapons

1. Twisted, ivory rapier that can shrink to be worn as an earring.
2. Crystal shuriken that vibrates when it hits a target, affecting the balance of anyone nearby.
3. Serrated, jade dagger that cuts easily through metal chains.
4. Old, rusty axe that emits a loud ear-piercing noise when spun.
5. Cutlass with a barnacled hilt, its blade is coated with paralysing jellyfish venom.
6. Shadowy sword that can age anyone it cuts by 1d4 years.
7. Alabaster shortbow, its radiant arrows pierce through targets in a straight line.
8. Soft, warm crossbow bolts that dispel any basic magic affecting a target that they hit.
9. Slingshot that teleports the user to where its ammo lands.
10. Raven-feathered club that can alter a target's memory.

1d10

Contraband magic items

1. Handheld mirror that ignores illusions or magical disguises.
2. Gloves that mimic the actions of your hands for ten minutes after they are taken off.
3. Platinum coin; returns to your purse at the end of each day.
4. Black ribbon; when tied onto a door handle, the lock cannot be unlocked by any means.
5. Retractable telescope that can see through a wall or barrier.
6. Compass in a copper box that points to diamonds, not north.
7. Jumbo gold coin; once a day, it can be flipped to find out if a statement is true or false.
8. Disguised lock-picking tools that, to anyone else, appear to be a fine, silver cutlery set.
9. Matching buttons that glow when near to each other.
10. Wooden spectacles that make the wearer look old.

1d10

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Scams and Cons

Is your character in need of some quick cash? Try your luck at one of the cons below – you might scam your way to some easy gold. Make sure you have a plan for a quick getaway if things go wrong!

Illegal ideas

1. Sell an amulet that you claim can let you see future events. Bluff the demo by setting up a 'future event' in advance.
2. Pose as a tourist looking to explore historical sites. Ask for a tour of a secure area, then return later to rob the contents.
3. Bottle pond water and sell it as a miracle hair tonic. Use a real product to make your hair look convincingly luscious.
4. Tell someone they are being followed by another person from your party. Offer a day's protection for a fee.
5. Visit local vendors, claiming to be an influential bard who publishes reviews. Ask for free items in return for exposure.
6. Try on multiple rings in a jewellery shop, then create an excuse for you to evacuate. Discard all but one of them.
7. Use a friend's magic item as the grand prize in a raffle. Make sure the draw is rigged for them to win it back.
8. Loudly discuss how sad you are to be missing a fancy, upcoming event. Accept any offers to buy your fake invite.

1d8

The scam is called...

1. The Quick	1. Weasel.
2. My Hat Is a	2. Souvenir.
3. The King's	3. Dragon.
4. Secret	4. Parrot.
5. My Uncivil	5. Corset.
6. Grandma's	6. Navigator.

1d6

You hope to gain...

1. fashionable jewellery to wear.
2. enough coin to retire on.
3. a spot on the bounty board.
4. money to donate to the poor.
5. an adrenaline rush.
6. your sweetheart's affection.

1d6

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Thieves' Guilds

Aligning with a guild can provide a thief with information, protection, access to safe houses and a market for stolen goods. In return, they must ensure the guild always gets a healthy share of the loot.

Guild names

1. The City	*1.* Syndicate
2. Nimble	*2.* Bandits
3. The Royal	*3.* Jackals
4. The Sworn	*4.* Enigmas
5. Lightfoot	*5.* Moons
6. Honourable	*6.* Locksmiths
7. The Dawn	*7.* Artisans
8. The Twelve	*8.* Collectors
9. Illicit	*9.* Sprites
10. Silver	*10.* Magpies

2d10

Secret passwords

1. Spring brings strange sounds.
2. Alas, four friends fell foul.
3. My mother made fine wine.
4. What price is venison today?
5. Better than a poison picnic.
6. Elves belch loudest at noon.
7. Tell no tales of the tree-tops.
8. The moon shines on merfolk.
9. A horse has eaten my pearls.
10. Bards steal and thieves sing.

1d10

Calling cards

1. Dusting of fine desert sand, undisturbed by footprints.

2. Bronze coin with the guild's recognisable crest on one side.

3. Shard of broken mirror or pottery, often taken from a previous crime.

4. Strip of scarlet fabric tied in a conspicuous location, such as the door knocker.

5. Lit, smoky incense that smells of pine and burning wood.

6. Traditionally, a loaf of bread. But, in practice, any type of baked goods.

7. Three simple stars scratched onto a nearby wall.

8. Bird's feather – established guild members have a signature species that they use.

1d8

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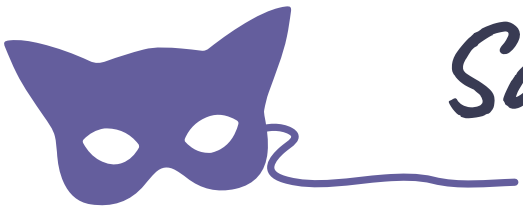

Safe Houses

1. A stone cellar with no windows and a ceiling so low you can't stand upright, this isn't the most comfortable of hideouts. Thirty candles light the room, and kegs and crates make for furniture.

2. Your fellow thieves have decorated the rafters of this windmill's attic with trinkets from their past crimes. A heavy chest sits over the trapdoor, so members need to use the windmill's sails to lift them from the ground to a small skylight in the roof.

3. This dark, damp smugglers' cave is only accessible from the beach at low tide. Anyone attempting to find their way here during a high tide would have to squeeze through a maze of tight tunnels.

4. What better way to hide stolen goods than leaving them out on display? Using the cluttered back room of a busy antiques shop as a hideout helps the guild hide in plain sight.

5. Camouflaged in the boughs of a great oak is a very cosy hideaway. Somewhere between a cabin and a treehouse, this safe space is part of a network of hidden locations maintained by the guild.

6. The guild pays a few coins a month for the use of a spacious outbuilding on a largely derelict farm. The farmers are a pair of crotchety twins who are too busy bickering to pay attention to who comes and goes.

7. A former merchant ship has been transformed into the guild's centre of operations. Thieves can gather to eat, drink, rest and plot in its cabins. It rarely docks in one spot for long.

8. The profits of the guild's misdeeds have helped furnish this secluded and luxurious manor house. When you are in residence, your every need is catered for by a team of loyal and discreet servants and kitchen staff.

1d8

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Party Relationships

Allies can be some of the most valuable assets a rogue can possess and are often worth their weight in gold. Roll on the table below and fill in the blank with another adventurer's name to forge a lasting connection with them.

Character connections

1. _____ once caught you trying to pickpocket them.
2. You and _____ seek the same valuable object, for very different reasons.
3. _____ knows your most fiercely guarded secret.
4. You are willing to overlook _____'s bad attitude because you respect them.
5. You once stole a rare item from _____, but they don't know it was you.
6. _____ has saved your life twice. You dislike this debt.
7. You know _____ doesn't trust you, but you're determined to win them over.
8. You are irritated by the speed in which _____ talks.
9. As a prank, you regularly hide _____'s possessions to confuse them.
10. You heard a rumour that _____ will inherit a great fortune. You love the idea of having a rich friend.
11. You possess rare documents that only _____ can read and translate.
12. You and _____ were born in the same town, but only met recently.
13. You suspect _____ isn't as honourable as they appear to be.
14. _____ is happy to buy items from you without asking any questions.
15. _____ has an air of authority that can help you access high-profile locations.
16. You admire _____'s ability to get information out of anyone they meet.
17. When an item was stolen from _____ , they hired you to steal it back.
18. You met _____ when you were jailed together.
19. You envy _____'s resolute purpose in life.
20. You often steal things as gifts for _____.

1d20

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Friends and Enemies

Roll on these tables to create a network of shady individuals your character has previously come into contact with. Who introduced them to a life of crime? Who will help your character and who must they be careful to avoid?

Criminal characters

1. Ivan Siedle – A humourless guild treasurer with pale skin.
2. Cerberus Bizeveron – Portly ambassador who runs a large network of assassins.
3. Retia Lux – An obsessive collector of rare items who has piercing yellow eyes.
4. The Stork – A spindly figure responsible for nurturing many young thieves.
5. Krissil Fresting – Physically unassuming; uses bribery and corruption to grow their wealth.
6. Deni Moray – Paranoid; has faked their own death, twice.
7. Almz Zaré – Not easily ruffled, their attitude is as smooth and stylish as their attire.
8. Matteo D'Silvestri – Leads a group of old bandits. Has a resemblance to the monarch.

1d8

Useful informants

1. Alvaro Marquina – Royal tax collector known to be corrupt. Wears large, thick spectacles.
2. Jinnz Satoo – Runs a museum of collectable antiques with their ten grandchildren.
3. Phero Baronne – Head of town security who suffers from pox.
4. Ol' Pat – A tavern regular with a robust appetite for meat, mead and local gossip.
5. Gules Parelless – Renowned sports superstar and athlete. Can outrun most guards.
6. Briars Redbluff – Methodical and loyal pyrotechnician.
7. Skender Knott – A daring tomb raider who tries out new catchphrases now and then.
8. Gabbí - A gangly teenage pickpocket who resents any assistance from grown-ups.

1d8

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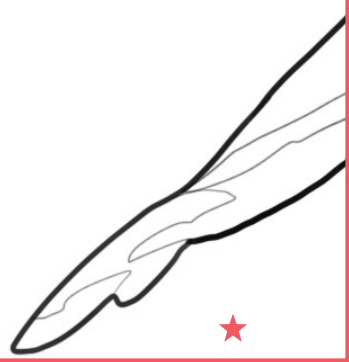
SORCERERS & WILD MAGES

A sorcerer's raw magical strength is almost unlimited. As your character taps into the deep well of power they have access to, this chapter will help you to dig deep into your imagination to create spectacular origin stories, outfits and NPCs. And, if things go awry, there's a wild magic table that will tell you what happens next.



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Backstory Inspiration

Use the tables in this book to create imaginative characters with unique backstories, inspired by the locations and lore within your game's setting. You can use this sorcerer's description as inspiration for your own, a guide to structuring backstories, or a fully-usable character for your next game!

Soluna Valencis

Many years ago, there was an ***almighty tempest*** that covered the city of Talaxis in dark clouds. Everyone who could hide away did so, bolting their doors and boarding up their windows to protect their families. Soluna was a street orphan at the time, and so had nowhere to shelter from the heavy storm. That night, whether by freak occurrence or the unknowable will of the gods, she was ***struck by a powerful bolt of magical lightning***. Near death, but still breathing, she was found and taken in by a woman named ***Dr. Valencis, a mage and expert on magical oddities*** who had been studying the strange storm that night.

Soluna ***displayed odd powers*** in the subsequent days, and received ***strange visions of a writhing creature*** whenever she slept. Fascinated and empathetic, Dr. Valencis allowed Soluna to stay with her, and in the years that followed eventually became an adoptive mother to her.

At the age of twenty, Soluna has decided to set off and find the creature who permanently plagues her rest. A far cry from the scruffy child she once was, she now wears her ***hair in a spiky style*** and ***wears blue, linen robes*** around her to ***mimic the lightning storm*** and electrical powers that she has now learnt to control.

Dr. Valencis' research on the creature suggests that it could be a draconic entity that likely lives underground near a volcano; it isn't much to go on, but Soluna feels compelled to ***seek out this creature with whom she seems to be linked***. After saying goodbye to her mother, friends and hometown of Talaxis, Soluna set off in search of answers. She travels from region to region, taking on simple work to fund her investigation.

The words in ***bold*** are parts of the backstory taken from the random tables within this book.

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Origins and Goals

This table generates past events in your character's life, and determines what motivated them to choose their adventuring path. You can use each entry as it is, or to inspire a brand new story!

Why did you become an adventurer?

1. At age ten, you displayed odd powers and received visions of a writhing creature. You were put in the care of a mage, who helped to control your abilities. Now you hope to find this creature with which you seem to be linked.
2. Your whole family are sorcerers with their own unique powers. Your great-great-grandmother magically sealed and hid a box before she passed away. Now the irregular heirloom is yours, you must find a way to open it.
3. As a soldier, you haven't told anyone about your magic, and only use it when you have to. You are working to free your framed parent from prison and you know revealing your powers will add to their woes.
4. You enjoy causing mischief with your powers, working as a ghost in a fake haunted house. You have entrepreneurial goals however, and are saving up money to start the world's first magical talent competition.
5. Not understanding your gift, you joined a gang of magic marauders who robbed and cheated others. You quit when you learned the dark truth that the leader was a slaver, you are now working to bring them to justice.
6. You were cast out of your town after developing powers and causing a great catastrophe. Years later, you are plucking up the courage to go back to your home to make peace and help them rebuild.
7. Your new magical gifts only helped your lengthy career as a charlatan street vendor. Now, with pockets lined with gold, you want to cross 'see a unicorn' and 'ride a hippogriff' off your six-page bucket list.
8. Chunks of a purple asteroid that fell to earth seem to heighten your odd abilities. You are travelling the world to collect more pieces of this mysterious meteor, learning more about it along the way.

1d8

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Appearance and Items

Distinctive features

1. Horned protrusions line your forearms and shoulders.
2. Your skin is slightly rubbery, and always moist; similar to that of an octopus or squid.
3. Your earrings and lip piercings are connected by tiny chains.
4. Many necklaces hang around your neck, each carries a unique and strange crystal.
5. Instead of nails, your fingers end in filed-down talons.
6. With waxes and sap, you have styled your hair into a spiky and striking style.
7. Your shadow seems to have a personality of its own.
8. The dazzling wig on your head is clearly well looked after.
9. One third of your arms and legs are silver, as if they have been dipped in metallic paint.
10. Chains of colourful flowers loop around your neck.

1d10

Remarkable garments

1. Blue and purple wraps mimic the colour of a lightning storm.
2. Robes covered in blue-green sequins give a fish scale look.
3. Matte, black gown with a bright-orange, volcanic mantle.
4. Flamboyant, magenta cape covering your otherwise drab and uninspiring outfit.
5. High-collared jacket made from viridian snake skin, with matching slippers.
6. The multicoloured paint splatters across this navy robe make it look like a night sky.
7. Oversized coat that lazily hangs over your shoulders.
8. National flag converted into a closely fitting, sleeveless outfit.
9. Baggy robes and a cape blow in the breeze behind you.
10. Leather trench coat and dirty trousers, both have pockets that are filled with trinkets.

1d10

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Unusual weapons

1. Bladed chain that can be used to trip over enemies.
2. Dagger with a hilt made from treated dragon bones.
3. Blue darts; each one was carved from lapis lazuli.
4. Pitchfork staff once used for cleaning out horse manure.
5. Handheld crossbow with a bayonet that can be used in hand-to-hand combat.
6. Sling made from the purple, leathery tongue of a mimic.
7. Reinforced, gold staff once owned by a royal guard corps.
8. Glass orb surrounded by a copper cage and carry handle.
9. Club made from the polished tusk of an abyssal creature.
10. Black, wooden spear that's iron tip has been forged in the shape of a flying dove.

1d10

Intriguing trinkets

1. Ebony-handled letter opener.
2. Tiny, silver measuring spoons.
3. Midnight-blue baby blanket.
4. Tattered rosette and ribbons.
5. Skull-shaped, crimson candle.
6. Ogre fingernail clippings.
7. Iron key for an unknown safe.
8. Glass bottle of zesty perfume.
9. Sketch of a partial family tree.
10. Silk scarf, stained with blood.

1d10

Magical souvenirs

1. Feather taken from a pegasus.
2. Stone chip off a gargoyle's ear.
3. Formerly cursed hat.
4. Vial of gravity-defying sand.
5. Teapot belonging to a witch.
6. Dried husk of a magic bean.
7. Bark taken from a fey tree.
8. A celestial's snapped lyre.
9. Meteorite from a shooting star.
10. A golden egg from a goose.

1d10

Strange powers and bizarre quirks

Sorcerous powers can come from strange and unexplained sources, so why not give your character features that don't quite make sense? Subtle oddities in their appearance will make them feel out of place, and can add fun role-play opportunities as they go on a journey to discover more about their gifts.

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Magical Equipment

Marvellous magic weapons

1. Glove with dagger fingernails; targets become easier to hit with every strike of its blades.
2. Crackling crossbow that fires two electricity bolts per shot.
3. Amethyst sickle that can pull in all creatures within 60ft.
4. Bladed sceptre; shoots a volley of ghostly swords at its target.
5. Staff tipped with a wooden seagull; allows the user to see through a nearby bird's eyes.
6. Crossbow that doesn't fire bolts, but stores and fires ranged spell attacks.
7. Darts that cause psychic pain and frighten their targets.
8. Pearl wand that fires a random elemental beam at its foes.
9. Bony dagger; glows bright red when close to fiends, and dark blue when near to celestials.
10. Braided quarterstaff that can turn into a length of rope.

1d10

Exceptional magic items

1. Metal acorn that grows into an oak in 3 hours when planted.
2. Plank of red wood; when ridden as a board, the user hovers 2ft above the ground.
3. Jagged rock that disperses a cloud of noxious gas if thrown.
4. Never-ending bottle of slippery oil that adheres to any surface.
5. Ostentatious magnifying glass that can help the user to identify any magical object.
6. Angel-winged harness; grants the user flight once per day.
7. Mirrored robes that allow the user to walk through walls.
8. Dancing troll music box; calms the emotions of everyone within 30ft when activated.
9. Lantern that projects unnatural darkness, rather than light.
10. Drake-shaped whistle that summons an allied, ghostly dragon spirit when blown.

1d10

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Metamagic Displays

Your sorcerer can push themselves beyond their mortal limits, and draw deeply from their infinite wellspring of power. When this happens, roll on this table to discover how your metamagic manifests itself, and what your party see.

When you magnify a spell, others see...

1. a steaming, icy crown appear around the top of your head.
2. golden glitter shimmers across your skin and clothes.
3. your hair gently float in place and release bubbles, as if you were submerged in water.
4. the ground around you splits, as if you were at the centre of an earthquake.
5. skeletal, spectral wings unfurl to float just behind your shoulder blades.
6. numbers and arcane equations flicker in and out of perception.
7. the colour of the world in the surrounding area suddenly dull and fade.
8. you briefly increase in mass and become a container of surging, pulsating energy.
9. projections of stars and galaxies appear on the surfaces around you.
10. light build up underneath your skin, showing dark silhouettes of your veins.
11. illusory arms appear around you, each showing a different somatic spell sign.
12. a swarm of fireflies hover around you.
13. light shine down from the heavens as the clouds gently move apart.
14. silent fireworks and sparklers light up around your hands as you cast.
15. hundreds of sickly, green eyes appear on your skin.
16. glistening, purple smoke begin to pour out of your nose, ears and mouth.
17. cracks appear before you, as if the air was made from a thin sheet of glass.
18. you take on a fiendish look for a split second, then revert to your normal self.
19. you blink out of existence, totally disappearing for just a moment.
20. lightning crackle across you and zap the walls and floor.

1d20

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Power Sources

Magic runs in a sorcerer's veins, waiting to be tapped into; this magic may have chosen your character, or could have been a cosmic accident. Use this table to discern where your reservoir of power comes from.

You gained your powers when...

1. you drank water from a spring that flows from the fey realm.
2. your parents made a one-sided deal with a hag so they could conceive you.
3. you were abducted in the night by a flying ship covered in flashing lanterns.
4. a powerful, pre-eminent pocket watch came into your possession by chance.
5. an aurora covered the sky at the moment you were born.
6. you met a divine angel and they gave you their blessing.
7. you accidentally walked into a cavern that was actually a dormant magical repository.
8. a family of magical drakes took an interest in you after you helped save their lives.
9. you wandered too far in your dreams at night. It took you a year to escape the shadows.
10. your enchanted scientific project overcharged and blasted its energy into you.
11. you wished to be anything but normal when a shooting star sped across the sky.
12. you met a fiend, and they gave you powers just for fun.
13. a dragon who has been your family's friend for centuries chose you as their champion.
14. you were stood at specific coordinates when the stars, galaxies and planes aligned.
15. you opened a book that was locked away in a restricted and heavily guarded library.
16. magical lightning struck you during an almighty tempest.
17. a parasitic, alien creature hatched from a strange egg you found and bonded to you.
18. a cult sacrificed you during an eclipse. You came back to life, touched by the sun.
19. you followed folklore that turned out to be true.
20. a god chose you as their avatar, knowing the glorious future that lies ahead of you.

1d20

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Wild Magic Incidents

As they tap into uncharted magical sources, sorcerers can be prone to overloading themselves with arcane energy. Roll on the table below to find out what happens when their magic goes unexpectedly haywire!

Magical overload side effects

01	You turn into viscous slime, but reform over the next day.
02	Your skin ages and your hair grows rapidly. You become older by 1d6 years.
03	Lethal ice energy explodes out of you in a 20ft sphere.
04	Everyone within 40ft of you is teleported to be within 5ft of you, and set on fire.
05	You tear a hole in reality and summon a creature from another dimension.
06-08	In a puff of smoke, you polymorph into a chicken.
09-15	The colour around you becomes hyper-vivid, and flowing rainbows fill the air.
16-22	You discharge the magical surge into a person nearby in an arc of bright lightning.
23-29	The ground bubbles around you and your feet sink into it. You are trapped for 1 minute.
30-36	You screech in a discordant melody that seems to boost the strength of your allies.
37-43	The nearest beast to you transforms into a wild unicorn and runs away.
44-50	You blast a bright ray of light into the sky from your mouth.
51-57	You and your party are each encased by shimmering, impenetrable bubbles for the next 1d20 seconds.
58-64	Storm clouds gather above you and a heavy hailstorm begins to rain down.
65-71	Over the next four days you will grow a new barbed tail.
72-78	In a bright flash, you and your nearest ally swap locations, clothing and weapons.
79-85	As you let out an almighty sneeze, everyone within 40ft of you is covered in foam.
86-92	You immediately learn a new language, and enjoy using it.
93-99	A temporary clone of yourself appears next to you, and will serve you for a day.
100	1d6 rocks on the ground near you become diamonds.

1d100

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Party Relationships

Friendship is more powerful than any spell; the table below gives you ideas for the relationships your sorcerer might have with the rest of their party. Once you have a result, enter the name of another character in the blank space.

Character connections

1. _____ was there the day that your powers manifest themselves for the first time.
2. There's one spell that you swore never to use in front of _____ again.
3. _____ made you safety equipment so you wouldn't get hurt when casting spells.
4. _____ has been like a parent to you, and you've known them for many years.
5. You sometimes wind up _____, because their reactions make you laugh.
6. Your power surges make _____'s hair stand up.
7. You love _____'s dress sense, and try to mimic it.
8. _____ was once left badly injured by magic that you couldn't control.
9. You sometimes accidentally read _____'s thoughts.
10. _____ doesn't trust any food prepared by you. Not after the last time.
11. Your worst nightmares often involve a fight to the death with _____.
12. You get the sense that _____ is scared of your seemingly untapped powers.
13. Every time you try and do a nice thing for _____, it seems to backfire.
14. _____ helps you to calm down and understand your feelings better.
15. A fortune teller told you that you would one day meet and accidentally kill _____.
16. You met _____ when you teleported into their home during a family meal.
17. _____ lectures you at length about your behaviour.
18. You once fell out of a magical box opened by _____.
19. _____ was a friend of your father's, and tells you stories about them regularly.
20. _____ is ignorant about magic, especially your magic.

1d20

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Friends and Enemies

Discovering new powers is a life-changing experience for a sorcerer, so finding beneficial allies and contacts is a necessary part of their survival. Roll on the tables below to add marvellous people to your magic user's backstory.

Magical mages

1. Dincun Saintluca – Elderly and gaunt, believes other magic users are inferior to sorcerers.
2. Rowena Wylan – Travels the world helping other sorcerers discover their true potential.
3. Hurb Hamfist – Covered in copper wires, obsessed by lightning-based magic.
4. Lemi Barx – Uses their power to pull off simple street cons.
5. Pag Urrz – Manipulative noble with purple eyes who uses their power to oppress others.
6. Dhu Kó – Powers are spookily similar to an ancient prophecy.
7. Anna Geltir – Young and naive sorcerer who transformed their family into sheep by mistake.
8. Rashna Galaxus – Has the jaw and teeth of a red dragon, and a fiery temper to match.

1d8

Arcane aides

1. Dr. Velencis – Written many essays on magical oddities.
2. Florens Rextan – Owns a large hospital, specialising in injuries sustained through magic.
3. Bernard Axiom – Noble who advocates for undisciplined magic users in the high courts.
4. Tynassus Predge – Pirate who hires non-affiliated sorcerers to his growing, unruly crew.
5. Biggles Luxe – Old ringleader who runs a magical circus.
6. Miz Caperni – Jittery tailor who runs a well-known shop specialising in fitted robes.
7. Parns L'zintor – Educated but arrogant scholar who knows all there is to know about dragons.
8. Lynnhill Heartsong – Known as an outstanding wand and quilt maker; always warm and kind.

1d8

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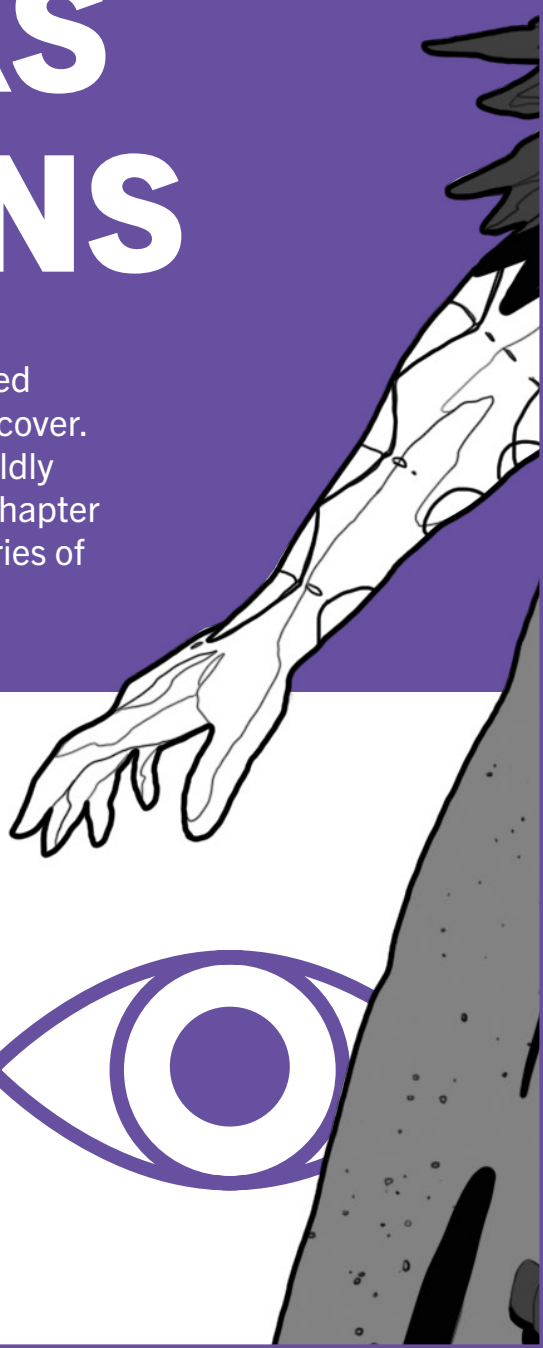
WARLOCKS & SHAMANS

The benefits of a dark bargain are often outweighed by its grave toll, as many young warlocks soon discover. If you still decide to make a pact with an otherworldly entity despite this warning, then you'll need this chapter to provide you with the armour, magic and memories of your former life to cling onto when all seems lost.



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Backstory Inspiration

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Magpie

Dr. Gryd Wuulf was a ***well-dressed researcher*** who worked at the Fortesque Wizarding Academy; he came from a prestigious medical family who gave him an excellent education, but was shunned when he chose the life of a teacher instead of a surgeon. To add to his woes, his recent ***thesis on "The Dark Pantheon"*** became infamous, making him the laughing stock amongst the staff in his school.

One evening, outside his home, Dr. Wuulf was stopped by a hooded man who seemed to know all about him. The man led him to meet a group called ***The Secret Scions***, who were fellow scholars of the gods of The Dark Pantheon. They promised that, by ***dabbling in dark magic***, Dr. Wuulf would have access to power and knowledge that far surpassed his school colleagues' wildest dreams. Jealous, bitter and eager to ***get a one-up on the rest of his wizarding school***, Dr. Wuulf took them up on their offer.

He ***left the school*** after embarrassing the other teachers, and pledged allegiance to ***The Forgotten Prince***, one of the pantheon's bizarre gods. As he developed his powers, the entity often left him ***letters under his pillow while he rested*** with instructions that he gladly executed with efficiency. He goes by the name of Magpie now and, along with his new friends, is seeking to destroy the Fortesque Wizarding Academy's ***public archive that is full of misinformation*** about his patron and its cabal. However, before he attacks the academy's library, Magpie is ***looking for opportunities to test his new abilities*** and further control the magic that has been freely given to him. He knows he will need to become more powerful if he has any chance of fulfilling The Forgotten Prince's desires.

The words in ***bold*** are parts of the backstory taken from the random tables within this book.

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Origins and Goals

This table generates past events in your character's life, and determines what motivated them to choose their adventuring path. You can use each entry as it is, or to inspire a brand new story!

Why did you become an adventurer?

1. A group of friends dared you to perform the ritual that bonded you with your patron. Your life forever changed, you plan to confront each of them and make them understand exactly what they did to you.
2. You saved your patron from death, so they shared their power with you as a thank you. Now, you wish to write a book all about patrons, and are looking to interview other warlocks across the nation.
3. You dabbled with dark magic to try to get one-up on the rest of your wizarding school, but got more than you hoped for. You left the school, and are looking for opportunities to test your new abilities.
4. You never grew out of seeing and speaking to your imaginary friend – an otherworldly being. They want to be restored to their previous position of power among the gods; you trust them, so are trying to help in any way you can.
5. A despot ruled your town, so you sought out power to help those who were suffering. Your patron can dethrone the despot, but first they need access to seven arcane gems that will give them the boost in power they need.
6. The guardian who raised you and taught you magic was recently revealed to be an evil, supernatural creature in disguise. You need to become stronger so you can destroy them and win your freedom.
7. Dreams from your patron haunted your sleep as a child, but in adulthood they crept into your waking moments. You are looking for a deity who will help you to remove this otherworldly connection.
8. Your patron's previous pupil lied to get out of their service, and tricked you into servitude. With the power you now have, you made it your goal to thwart evil, and stop this magic from getting into the wrong hands.

1d8

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Appearance and Items

Distinctive features

1. Your eyes have long, square pupils like a sheep or goat.
2. Five feathers grow from your scalp, following the rest of your hair's natural flow.
3. You wear a ceramic mask on your face that has a long beak.
4. Purple ink seems to run in your veins, which are visible beneath your skin.
5. Bright yellow buttons with slit pupils stand out on your shirt.
6. Dusty, red make-up is applied to your face to give the visage of an elongated smile.
7. Your heart gives off an eerie light from within your chest.
8. Linen is draped from your wrists and flows all around you.
9. Dogs, cats, weasels and squirrels seem to follow you and enjoy your company.
10. Your teeth, fingernails and eyes are all the same colour.

1d10

Mystical robes

1. Cropped, leather tunic made from the hide of a panther.
2. Dirty coat of a high-ranking army official, with notable medals and armbands.
3. White robes with a golden trim that once belonged to a cleric.
4. Long, green, velvet trench coat that covers an expensive formal shirt and trousers.
5. Grey vest and baggy shorts both look ripped and tattered.
6. Black and white linen wraps divide in half vertically to make your striking outfit.
7. Corset with a high, lace collar contrasts your baggy breeches and casual, grey slippers.
8. White paint on this grey robe outlines your body's bones.
9. Brown vestments with their sleeves crudely cut off.
10. Feather-trimmed shirt with a leather belt and tan trousers.

1d10

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Obscure weapons

1. Walking stick wrapped in barbs and wire, used as a club.
2. Gilded handaxe with a blade shaped like a crescent moon, once used in lunar rituals.
3. Set of three javelins made from sharpened animal horns.
4. Ceremonial spear wrapped in linen; stolen from an altar.
5. Shortbow made from bone, several charms hang from it.
6. Ghastly, shrivelled wolf's leg that forms a gruesome club.
7. Long, steel staff that ends in a clasp holding an indigo crystal.
8. Several twigs wrapped around a sturdy piece of stone form this crude hammer.
9. Bracers with long dagger-like claws attached to them.
10. Rusty crossbow taken from an old and dusty catacomb.

1d10

Weird trinkets

1. Jar full of moist squid eyes.
2. Journal full of incoherent text.
3. Expired rotas of guard shifts.
4. A hand belonging to a zombie.
5. Two halves of an onyx sphere.
6. Deceased queen's signet ring.
7. Charcoal rubbing of a sigil.
8. Waterskin full of goat's milk.
9. Bad taxidermy of a crow.
10. Bag of hair from a gorilla.

1d10

Forbidden manuscripts

1. Records of defamed paladins.
2. The last rites of an evil mage.
3. Catalogue of banned familiars.
4. A haunted doll's drawings.
5. Infernal phonetic alphabet.
6. Set of runic co-ordinates.
7. An odd, fey cookery book.
8. Banned children's stories.
9. Debunked magical theories.
10. Anatomy of an illithid.

1d10

This warlock belongs to...

Subtle nods to your warlock's patron in their outfit or physical appearance are a great way to highlight the connection they share. Perhaps your character only wears red, much like their fiendish overseer? These characteristics also serve as a constant reminder of the dark bargain that the warlock once struck.

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Magical Equipment

Prohibited magic weapons

1. Steel spear with an accurate, floating orrery at its head.
2. Greatclub made from the skull and spine of a large snake; a command word brings it to life.
3. Black crossbow that drips with ink, it shoots necrotic bolts.
4. Handaxe with a blade made from ice; it can temporarily turn its owner into white mist.
5. When spun, this sickle creates a vibrant and hypnotic pattern.
6. Ruby staff; in a flash, it can raise 1d4 zombies to fight alongside its owner.
7. Dagger with a blade of moving clouds; deals high damage if its target is dreaming.
8. Darts that release oil, making their target susceptible to fire.
9. Mace with a hive head, hornets angrily attack a struck target.
10. Gravity-ignoring hammer that helps the user to fly.

1d10

Ceremonial magic items

1. Winged amulet that summons a flock of 20 angry crows when its gem is activated.
2. Floating, ethereal shield that parries incoming missiles.
3. Two charcoal sticks that can immediately create a bonfire.
4. Old monocle; allows the user to read any written language.
5. Twelve-pointed compass that points towards the nearest undead creature.
6. Child-like doll; with a trigger word it animates, terrifying the people around it.
7. Polished stone that can fill its user with energy, giving them the benefits of a nice rest.
8. Ten golden rings; when worn they give the user telekinesis.
9. Cheetah-skin boots that make the wearer run twice as fast.
10. Obsidian sphere; can raise or lower a room's temperature.

1d10

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Otherworldly Patrons

Somewhere out there, in the immaterial nothingness, something of great power waits and listens. By using the tables below, you can generate a supernatural patron to whom your warlock can swear allegiance.

Mysterious beings

1. Baz'galaz — The Writhing Mind
2. Karnok — The Exalted Flesh
3. Maken — The Forgotten Prince
4. Sozzurün — Lord of Carrion
5. Igmandrath — Eternity's Fire
6. Etlodon — The Almighty Lizard
7. Xemia — The Dream Witness
8. Solmageth — The Silver Lady
9. Thakkash — The Stale Rage
10. Biliph — The Severed Servant
11. Gâzguun — The Choking Mist
12. Morgix — Knowledge Bygone
13. Vegnalun — Immortal Weapon
14. Xixo — The Deathless Shadow
15. Texoken — Tomb of the Living
16. Goreguzz — Wretched Glutton
17. Jarkorath — The Life Drought
18. Zonnorith — The Tranquil End
19. Ogglutch — The Living Library
20. Soleech — The Colour Siphon

1d20

To communicate, your patron...

1. telepathically shrieks directives into your head.
2. gives you terrifying nightmares full of bizarre omens and signs when you sleep.
3. guides you to a secluded location and talks to you in their humanoid form.
4. sends you visions in flashing, fast-paced imagery.
5. speaks directly through you, using your voice with its own layered on top.
6. gives you strong feelings as an indication of its will.
7. leaves letters signed with scratchy, red writing under your pillow while you rest.
8. etches searingly hot messages across your body.

1d8

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Clandestine Cults

In shadowy basements or crypts, curious cabals gather. They spend their time plotting, scheming and calculating how to inact their twisted goals. Roll on this table to create covert factions – unseen by all.

Sect names

1. The Secret	*1.* Conclave
2. Omniscient	*2.* Dawn
3. The Dark	*3.* Pariahs
4. The Fallen	*4.* Albatross
5. Righteous	*5.* Scions
6. The Rising	*6.* Manticore
7. Slumbering	*7.* Wanderers
8. The Bladed	*8.* Graces
9. The Guided	*9.* Jester
10. Forsaken	*10.* Moon

2d10

Member identification

1. A removed left ring finger.
2. Thigh is tattooed with a crest.
3. Teeth are replaced by rubies.
4. Circled by flickering spirits.
5. Long, black makeup streaks.
6. Converse in infernal languages.
7. No eyelids, they don't blink.
8. Wears a golden octopus mask.
9. Covered in long tally scars.
10. Both palms are dyed cyan.

1d10

Sinister goals

1. Unchain a locked away and forgotten about deity.

2. Overthrow the current rulers and replace them with a regime unified by one vision.

3. Destroy a public archive full of information they deem to be false and misguided.

4. Steal ancient tomes secured deep within holy crypts.

5. Become the largest network of information brokers.

6. Seek vengeance for a war that took place centuries ago.

7. Remove the taint of magic from the world, one filthy mage at a time.

8. Give the dragon they worship the throne it deserves – the city with the largest populace.

1d8

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Eldritch Ammunition

Strange powers are bestowed upon warlocks from their clandestine patrons. The table below is full of ideas for how your eldritch magic could manifest when you blast your foes with bizarre spells.

Your eldritch blasts manifest as...

1. a shadowy figure who emerges behind your foe and strikes, before vanishing into smoke.
2. laser beams that silently shoot from your palms but hit with a forceful, searing impact.
3. lightning-charged playing cards that you throw.
4. horned spines on your body that you propel with force.
5. inky-black tentacles that burst out of dark portals and lash your target.
6. the powerful voice of a dragon that blasts foes asunder.
7. significant gravity changes, slamming your opponent against nearby surfaces.
8. you summoning an alien creature who runs at your enemy, then explodes.
9. enormous tidal waves that appear out of thin air to buffet your foes before evaporating.
10. an ancient scarab who burrows into your target and causes pain.
11. barnacles and scales that painfully grow on your foe.
12. bolts of chromatic colour blasting into your target, leaving behind a rainbow.
13. ethereal swords that you control with your mind.
14. smoky life force taken from your target and dispersed into the ether.
15. visions of incomparable madness that overstimulate and torment your enemy.
16. a flaming skull launched towards your target, shattering on impact.
17. stars that you pluck from the sky and fire at your enemy.
18. your enemy, but from another dimension. They attack their counterpart.
19. the shadows around your enemy envelope and begin to suffocate them.
20. temporary mutations that pull at your enemy's skin, giving way to bulbous eyes.

1d20

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Party Relationships

A warlock's alliances could be based on ulterior motives or selfish intentions. Does your patron approve of these friendships or are they jealous? Roll on this table to find out what ties you to the other characters in your party.

Character connections

1. Your patron tells you terrifying stories about the person _____ was in a past life.
2. You once found yourself in a bidding war with _____ at an underground auction.
3. You promised _____ your patron would help them solve a problem. Your patron refused.
4. Your patron told you that one day _____ will guide you to an object of great power.
5. You and _____ grew up in rival communities.
6. _____ sparks a strong protective urge in you.
7. You were once sent to infiltrate a group of which _____ is a member.
8. _____ asks too many invasive questions about your relationship with your patron.
9. You sleep most easily when _____ is keeping watch.
10. Your patron helped you cheat at cards the first time you played with _____.
11. You consider _____ to be your best friend but aren't sure if it is reciprocated.
12. _____ offered you a lift in their cart when they saw you on the side of the road.
13. Your patron often praises _____ while criticising you. You resent them both.
14. You respect _____'s good and honest judgement.
15. Sometimes you can't stop yourself from mimicking _____'s voice.
16. You believe _____ may be descended from an ancient fey family.
17. You were once arrested because of _____.
18. You and _____ were both briefly employed to shovel manure on a pig farm.
19. There have been times you suspect _____ can sense your patron's presence.
20. You once helped _____ escape your patron's grasp.

1d20

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Friends and Enemies

Roll on these tables to form a net of bizarre associates for your warlock. They may have introduced your character to the mystic arts, or could be looking for a way to steal your power and keep it for themselves.

Superstitious shamans

1. Diego Gamm – Clothing is made from straw and twine. Talks to people who don't exist.
2. Silla Daved – In a deep trance, the conjured creature on their head answers for them.
3. Gluuthar Xenobben – Sent to this world as an erratic envoy of a supernatural nightmare.
4. Murinae – Velvet-clad and obsessed by rats and mice.
5. Zisco Motoyo – Source of their power is a stone tablet. Often suspicious and protective.
6. Figa D'Lesco – Simple village dweller, grieving that they were chosen by their patron.
7. Fozzel the Funny – Cackling, unkempt carnival clown.
8. Sinestra Mundain – Elderly shaman who has memories stretching back millennia.

1d8

Esoteric acquaintances

1. Fiddo Quin – Collector and seller of animals not normally found on this continent.
2. Gail Slöan – Archaeologist and explorer of deep dig sites.
3. Veldimir Dazz – Blacksmith who creates fine cauldrons, pots, pans and hourglasses.
4. Henk Jamisen – Stocky and overly-confident; a fantastic archery and ballistics tutor.
5. Cyril Squirrelbane – Raucous merchant who makes a living selling incense and crystals.
6. Dr. Gryd Wuulf – Well-dressed researcher infamous for their thesis on the 'dark pantheon'.
7. Thelrun Blackomen – Sadistic wizard whose appetite for magic items knows no end.
8. Elwin Brig – Shaky eyewitness to an otherworldly patron.

1d8

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WIZARDS & ENCHANTERS

The mysteries of the arcane are known to you, and the awe and wonder that others see in spellcasting you see as maths, equations and symbols; you are a wielder of reality itself. This chapter has all of the components that you need to summon a unique familiar, craft a fascinating spellbook, and cast formidable spells.

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Backstory Inspiration

Use the tables in this book to create imaginative characters with unique backstories, inspired by the locations and lore within your game's setting. You can use this wizard's description as inspiration for your own, a guide to structuring backstories, or a fully-usable character for your next game!

Valentin Wao-Akua

The ***druids*** of the Spirit Forest have looked after their sacred ecosystem for generations; each child is raised to learn the forest's magic and given a specific purpose that they are to fulfil. It was happy-go-lucky Valentin's destiny to help the insects pollinate the flowers of the grove. There was one problem, Valentin ***suffered from hayfever***, making the path set out before him difficult, despite his willingness to try. His family were incredibly supportive however, and allowed him to ***choose a different life*** and ***study magic*** away from the forest.

He took a transmutation course in the bustling city of Elderbridge and stayed with family friend ***Gilli Grogleek***, a highly intelligent ***jeweller who specialised in diamonds*** and trinkets. The two got on very well, and Gilli became a mentor to the young Valentin; he also proved useful in procuring ***rare spell components*** that were critical to Valentin's exams, which he passed with flying colours.

Valentin visited his druidic family twice a year during the solstice festivals that took place in their ***grand underground spire***, but decided to stay in Elderbridge with Gilli. He made a decent living selling ***unsolvable puzzle cubes*** in a small marquee outside Grogleek Goldsmiths.

After Gilli passed away, the jewellery shop closed down. Valentin stayed in his Elderbridge home for a few months with the company of his ***shaggy fox cub familiar***, Autumn, until he felt like it was time to move on and ***look for a new family of sorts to travel alongside***. He picked up his ***curved, silver-birch staff*** and Gilli's favourite ***knee-length, maroon robe*** and set off to find an adventure.

The words in ***bold*** are parts of the backstory taken from the random tables within this book.

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Origins and Goals

This table generates past events in your character's life, and determines what motivated them to choose their adventuring path. You can use each entry as it is, or to inspire a brand new story!

Why did you become an adventurer?

1. You studied one of the stolen spellbooks that was fenced by your guild, and noticed with a few extra tricks you could earn more coin. Branding you a 'cheat', the thieves kicked you out and stole your spellbook. You are plotting to get it back.
2. Your family are all druids, but allergies and hayfever made following their path difficult. You chose a different life, and studied other magic. Now, you're looking for a new family of sorts to travel alongside.
3. A beggar taught you some basic spells within an obscure branch of magic after you showed them kindness. They proclaimed that one day you would become a master of the arcane arts.
4. Runes that your colleagues uncovered at a dig site led you to examine their sinister magic. Using their own power against them, you hope to root out all who practise this forbidden, necromantic magic.
5. To become more like the cool wizards in your storybooks, you bought a tome of simple spells. Since then, you have been collecting magical books, and one day you hope to open your own grand wizarding library.
6. All of your friends became sorcerers in their childhood, but you didn't get any powers. Jealousy led you to fervently study magic, so that one day you will be able to find them and show off your skills.
7. You lived as a brutal bounty hunter, but discovered magic later in life by taking night classes at a university. By learning time-based magic, you hope to one day undo the terrible events in your past.
8. Your guardian bet that every child has the capacity to learn magic, so they adopted you. You proved them right and, knowing this truth, you dream of opening up your own magic school to give every child the chance to harness the arcane.

1d8

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Appearance and Items

Distinctive features

1. Regardless of the weather, you carry a large umbrella.
2. Your hands are tattooed with an intricate pattern featuring flames, vines and open eyes.
3. Your hair is cropped, and has clearly been cut by you.
4. You wear an ear cuff tied to amber in your ear; attuned by magic to boost your hearing.
5. A square academic's cap sits proudly atop your head.
6. Small chips of diamond are embedded into your brow, the result of a volatile experiment.
7. Your belongings are held in a carpet bag with a thick clasp.
8. Allergies give you watery eyes and a runny nose, the tip of which is red from being wiped.
9. You have high, sharp cheeks and thick, arched eyebrows.
10. You hunch over in an attempt to appear shorter.

1d10

Scholarly outfits

1. Dull-brown cloak with a gold satin lining, embroidered with the words a of famous saga.
2. Dark, purple cloak covered in small star-like gems; silver lines draw out constellations.
3. Triangular patches cover your hand-me-down grey cardigan.
4. Long-sleeved, layered robes in a variety of colours.
5. Tailored, black robes with laces that criss-cross your chest.
6. Knee-length, maroon robe tied at the middle with a sash; decorated with fey creatures.
7. Threadbare, tweed waistcoat over an ink-stained shirt.
8. Brown, cord trousers belted below a chunky-knit jumper that bears your initials.
9. Navy-blue, velvet coat with a high collar and puffed sleeves.
10. Iridescent half cape draping across a black, leather vest.

1d10

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Wands and weapons

1. Blue, crystal pyramid with flickers of gold; it is large enough to fill one hand.
2. Oak walking stick with a curling ram's horn handle.
3. Curved dagger; the pale jade pommel is laced with goldwork.
4. Smooth, yew wand with a walrus carved into the handle.
5. Polished hand crossbow that has clearly never seen action.
6. Iron sceptre topped with a caged, twenty-sided prism.
7. Small satchel full of long, corkscrew throwing darts.
8. Silver birch staff; it is carved to resemble curving vertebrae.
9. Rod formed of seven strands of different metals that come together in a colourful braid.
10. Child's slingshot, with a bag of multicoloured stones.

1d10

Curious trinkets

1. Marbles that look like planets.
2. Vial full of griffon spittle.
3. Locket with moving portraits.
4. Letter of college acceptance.
5. Parchment full of riddles.
6. Rock with illogical markings.
7. Unsolvable puzzle cube.
8. Nameplate of a famous wizard.
9. Damaged manticore teddy.
10. Crystal orb with a large crack.

1d10

Book collection

1. From Firebolt to Fireball.
2. Conjuration For Beginners.
3. Five Fashionable Familiar Fads.
4. Archmages of the Second Era.
5. Druids and Other Charlatans.
6. Kingdoms of the Underworld.
7. The Vanishing Tower of Abazz.
8. Observations on Abjurations.
9. Davium Femur, A Lich Legacy.
10. Scrying Out Loud.

1d10

Judging a book by its cover

Whether it be scholarly robes, a threadbare travelling cloak or the eccentric hat of a maverick magician, a wizard's external appearance can tell other characters something about them. The smallest detail can hide a clue to your wizard's academic affiliations or spellcasting specialities.

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Magical Equipment

Spellbound magic weapons

1. Bottle of lightning that when opened zaps a nearby enemy.
2. Gnarled staff with a crescent gem; once a day it can shoot a beam of powerful moonlight.
3. Large staff in the shape of a key that can be used to unlock doors, or magically lock them.
4. Light crossbow that fires bolts of sticky plasma at its foes.
5. Icy wand that can summon thousands of sharp hailstones.
6. Pine staff that can turn nearby soil into dangerous quicksand.
7. Sickly-green orb that explodes on impact and discharges a torrent of highly corrosive acid.
8. Decayed staff that can leech life force from those around it.
9. Stone full of red transmutation energy; once discharged it can polymorph everyone nearby.
10. Silver-veined gloves that can blast arcs of white lightning.

1d10

Well-crafted magic items

1. Metallic star coin that can teleport the user 60ft away.
2. Music box that plays songs from its owner's memories.
3. Ceramic tiger figurine; when shattered, it summons a battle tiger to ride for the next hour.
4. Box with a coin hole in its top; it can turn a copper coin into a gold coin twice a day.
5. Coiled, brass ring that makes its wearer lucky.
6. Cloudy seeing stone that answers one question a day with 'yes', 'no' or 'unclear'.
7. Steel carafe with a limitless supply of exquisite red wine.
8. Ebony ring that can freeze a person in time for 1 minute.
9. Mirror that can be used to spy on an individual that the owner has previously met.
10. Blanket that stays warm and cosy despite the weather.

1d10

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Spells and Spellbooks

A wizard is nothing without their spells! The tables below give you magic words to shout when you cast a spell, quirks for your trusty spellbooks, and also some slightly unorthodox ideas for storing your magic...

Magic words

1. Leviss tarsus maximi!
2. Haek cinthum dominatus!
3. Horologium vestus!
4. Namfoodle nackle!
5. Foetidum caprah!
6. Ost electrum crepitus!
7. Ergastulis dracones!
8. Alabastrites totalle!
9. Mittentes carmina magna!
10. Ignis autemmus umbra!

1d10

Spellbook quirks

1. Wrapped in fine velvet.
2. Bound with shark leather.
3. A rolled parchment scroll.
4. Engraved with bird designs.
5. Covered in strange glyphs.
6. Full of secret pockets.
7. Held together with string.
8. Covered in scratches.
9. Always wet to the touch.
10. Thrumming with energy.

1d10

Unconventional spellbooks

1. Your spells are written across your body using charmed ink.
2. Heavy, brimstone tablet with your spells chiselled into its fiery surface.
3. An old university textbook; vocal and somatic tutorials help you cast your spells.
4. A metallic conduit stores your power and expertise; you draw from it when you cast.
5. Each bead on your necklace has a spell inscribed onto it. On your touch, the spell is cast.
6. Your magical knowledge is held within your mystical pocket watch; only you can read it.
7. Glyphs and words stitched into your neatly folded robes help you keep track of your spells.
8. Each of your spells is stored on the faces of a puzzle cube.

1d8

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Faithful Familiars

Animal forms

1. Red squirrel with a bushy tail.
2. Spindly, hairy tarantula.
3. Shaggy, orange fox cub.
4. Furry marmoset monkey.
5. Koala with tiger markings.
6. Owl with pearlescent feathers.
7. Yellow and black pufferfish.
8. Raccoon with wiry fur.
9. Cute baby panda.
10. Soft, little, black rabbit.
11. Hedgehog with a long snout.
12. Scaly pangolin.
13. Pudgy, purple hippo calf.
14. Small emperor penguin.
15. Salmon with a hooked jaw.
16. Multicoloured toucan.
17. Piglet with zebra markings.
18. Axolotl with bulging eyes.
19. Green-coloured chameleon.
20. Flamboyant cockerel.

1d20

Pet Personalities

1. Sleepy and lethargic, likes long naps and late starts.
2. Never stops eating and is always on the lookout for their next delicious meal.
3. Man's best friend, perpetually pleased to see their owner or their owner's companions.
4. Very disciplined, will do whatever their owner asks of them without question.
5. Grumpy and temperamental, doesn't play well with others.
6. Licks and makes a lot of noise to show appreciation.
7. Regularly cleans themselves and hates to get dirty.
8. Absent-minded, often caught daydreaming or about to wander off somewhere.
9. Doesn't like adventures or loud noises. Instead, they enjoy nice quiet walks around town.
10. Very energetic; frequently spins around in circles.
11. Sometimes clumsy and has a habit of breaking things.
12. Sneaky; looks to cause mischief wherever they go just for the fun of it.

1d12

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Astonishing Abodes

1. Wooden steps from the beach lead deep underwater to the entry of a coral cave, protected by a giant sea anemone. The cave has been fully converted into a wondrous wizarding workstation.

2. Only the slate-roofed peak of this tower is visible from ground level, but it stretches deep under the earth. The walls are cold and covered with a thin layer of moss and spiders' webs. On the deepest level, the tower opens out into a chasm full of vibrant crystals.

3. This tall spire has many stone stairs, hallways and rooms; faint, floating orbs give the interiors a dull, purple glow. The smell of incense and the cosy soft furnishings make every room feel homely.

4. An obsidian monolith pierces the skyline; against the surrounding cornfields it is an eyesore. The monolith has no windows, but the interior is an illusory, tropical paradise made just for its owner.

5. A fortified castle makes up the central part of this structure. Four separate ramparted towers hang in the air ignoring gravity, each is connected to the castle with a rope bridge. The interior is decorated in a regal manner, with large flags adorning the many banquet halls.

6. Thick fog surrounds this seemingly deserted and decrepit shack, which can only be perceived by onlookers at midnight. Some say the screams that emanate from it are the resident wizard's weeping victims, while others are sure it's just a spell to keep visitors away.

7. The large, iron wheels of this two-storey house clatter as it travels along the road. It is much bigger on the inside and contains a library, training hall, spell component treasury and a bedroom fit for royalty.

8. The disguised entrance to this mighty oak tree opens to a spiral staircase skirting around a finely crafted room. Doors of every size lead to small rooms and high branches of this implausible tower.

1d8

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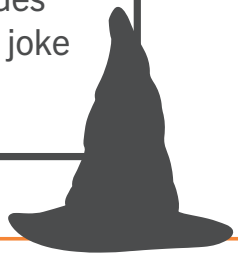
Party Relationships

Wizards can be taught a great deal about the world's mechanics by the people who inhabit it, and so they are often quick to study them. Roll on this table to formulate relationships with the rest of your travelling party.

Character connections

1. You discovered _____ was your childhood pen pal.
2. You enjoy making up increasingly ridiculous rhyming nicknames for _____.
3. _____ saved you when a spell of yours got out of hand.
4. A miscommunication made _____ believe candy is a key component for your spells.
5. You have never really forgiven _____ for using your spellbook as a drink coaster.
6. You think _____ has a beautiful singing voice, but are too shy to tell them.
7. _____ gave you a valuable spell scroll in return for a big favour they've not yet called in.
8. You once offended _____ by offering them a magical change of clothing.
9. When you met _____, you tried to read their mind. They are still suspicious of you.
10. _____ makes you the perfect cups of tea.
11. _____ still reacts with shock when you perform even the simplest spell.
12. You and _____ enjoy completing word puzzles.
13. _____ answered your bodyguard advertisement.
14. You are trying to teach _____ a new language, with some difficulty.
15. _____ embarrassingly treats you as if you are much more intelligent than you are.
16. You envy the apparent ease with which _____ is able to use their talents.
17. You are convinced you once read about _____.
18. A former teacher introduced _____ to you, believing you could work well together.
19. You are unable to hide your smugness when you get a chance to correct _____.
20. _____ sometimes hides your spell components; a joke that is no longer funny.

1d20



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Friends and Enemies

During their school years, apprenticeships and lifetime of magical studies, wizards can amass quite a network of contacts. Roll on the tables below to fill their arcane address books with friends, colleagues and competitors.

Educated enchanters

1. Virgo Vernificus – Lively mage who puts on shows for royals.
2. Amadeus Firebrooke – Playful conjurer who enjoys collecting and studying fey creatures.
3. Phybia Fisk – Reckless wizard who has a habit of casting unnecessarily powerful spells.
4. Omik Expéol – Heroic leader of a magical military force, proudly wears their medals.
5. Dorsain Ominata – Twisted necromancer who prefers the company of the dead.
6. Wondra Whist – Elderly mage who loves teaching children.
7. Gregor Unis – Meticulous transmuter who owns a huge museum of arcane objects.
8. Haroldo Thyme – Protector of a village, but tired of the lack of gratitude the villagers offer.

1d8

Accomplished associates

1. Scrivener Null – The scruffy teacher of Arcane History at a famous magical university.
2. Gilli Grogleek – Jeweller who specialises in fine diamonds and rare spell components.
3. Voxanne A'ell – Owns a large collection of interplanar maps.
4. Daamy Danlon – Rogue who is happy to act as a guinea pig for prototype spells, if paid well.
5. Khyber Krel – Shaggy hunter of magical and rare creatures.
6. Charles Boat – Tinkerer who constructs toys that replicate visual effects of simple spells.
7. Ranburu – Tanner who makes fine scroll parchment, also an excellent scribe.
8. Amyse Xhur – Archaeologist with a passion for magic items from an ancient era; very tall.

1d8

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A special thanks to our early supporters

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